PlayStation

NTSC U/C

PlayStation

RPG MAKER™

Manual 1 Of 2

System Data

EVERYONE

E

CONTENT RATED BY

ESRB

SLUS-00640
8750

agetec

DESIGNER SERIES

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

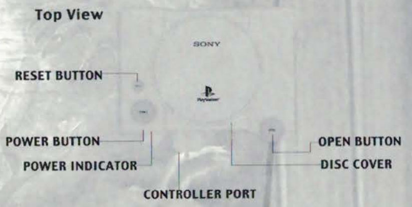
CONTENTS

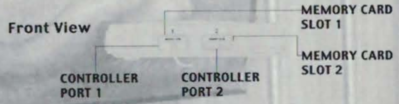
You become the creator of the universe, giving eternal life to a world of nothingness.
It is you who will breathe life into this world and pen an exciting tale.
You are limited only by your imagination.
Will it be a legend, a myth or a dream?
What will be the world in which your story unfolds?
What fate awaits your hero?
Everything is in your hands.
Yes, you are the creator of the universe!

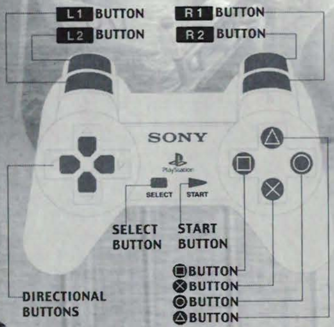
Starting Up **3**
Controller Operation **4**
Overview of the Sample Game **5**
Flow of Game Creation **7**
How to Start the Edit Screen **9**
System Data **10**
Test Play **59**
About the Memory Card **61**
Data Tables **65**
Royalty-Free License **69**
Customer Service **70**
Scenario Data .... **Book 2 — 4**
Anime Maker .... **Book 2 — 27**

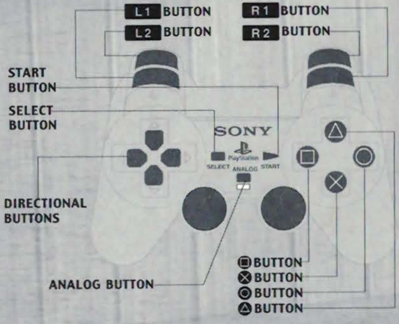
STARTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the RPG Maker™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.


Top View
SONY
RESET BUTTON
POWER BUTTON
POWER INDICATOR
OPEN BUTTON
DISC COVER
CONTROLLER PORT


Front View
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 1
CONTROLLER PORT 2


L1 BUTTON
R1 BUTTON
L2 BUTTON
R2 BUTTON
SONY
PlayStation
SELECT
START
SELECT BUTTON
START BUTTON
DIRECTIONAL BUTTONS
□ BUTTON
⊗ BUTTON
○ BUTTON
△ BUTTON


L1 BUTTON
R1 BUTTON
L2 BUTTON
R2 BUTTON
START BUTTON
SELECT BUTTON
SONY
PlayStation
SELECT
ANALOG
START
DIRECTIONAL BUTTONS
ANALOG BUTTON
□ BUTTON
⊗ BUTTON
○ BUTTON
△ BUTTON

CONTROLLER OPERATION

RPG Maker is operated via a controller (please refer to the diagram on the left for information regarding buttons and their functions). Additionally, Anime Maker can be operated with a mouse (see pg. 27 Book 2).

DIRECTIONAL BUTTONS
These buttons are used to select various commands, or to move the cursor in the [Edit] screen. They are also used to increase/decrease values, or to select letters in the text entry screen. During the game the player moves the main character using the directional buttons. The character moves in the direction corresponding to the directional button pressed.

L1 / L2 BUTTONS
These buttons are used to automatically select map parts in [Field Edit]. When creating a town in [Field Edit], you can use these buttons to jump to the town you have created before. You can also use the L1/L2 buttons to engage the [Auto Fix] setting, which automatically corrects map parts when they are placed in [Dungeon Edit]. In the text-entry screens, [Auto Fix] can be used to select letters.

R1 / L2 BUTTONS
These buttons are used to erase map parts when creating a dungeon map or field map using the [Map Editor]. When creating a town in [Field Edit], you can use these buttons to jump to the town you have created before. The L1 button performs the same function.

START BUTTON / SELECT BUTTON
When creating a dungeon map or field map using the [Map Editor], pressing the Start button displays the [Part Selection] screen. In RPG Maker, the Select button is never used alone.

✕ BUTTON
Press this button to confirm commands in the Edit, or text-entry screens. During the game, this button is used to allow the main character to check on something.

○ BUTTON
This button is used to cancel various commands. It's also used to return to the previous screen after canceling the selection you've just made.

△ BUTTON
In the [Map Editor] for [Field Edit] and [Dungeon Edit], pressing this button open the Command menu.

□ BUTTON
This allows you to delete or re-edit the **event contents** being set in the event contents setting screen. When a cursor displays on the event number, press the ✕ button to edit the event contents. Pressing the □ button again will resume the creation of a new event. This function can be used in the [Scenario Edit].

COMBINED OPERATION
RPG Maker provides a feature that allows users to perform operations using a combination of buttons. These are described below:

START BUTTON + SELECT BUTTON + L1 + R1
Reset the test play

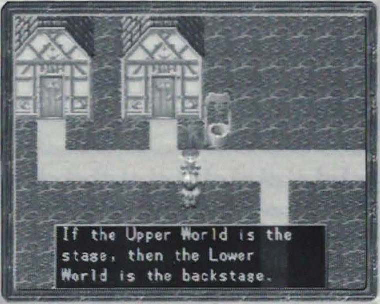
□ BUTTON + DIRECTIONAL BUTTON
Scrolls the screen more quickly in the Map Editor

OVERVIEW OF THE SAMPLE GAME

A sample game entitled "Gobli" is available in RPG Maker. Playing the sample game allows you to understand the various functions of RPG Maker and what kind of game you can create with it. Before creating an original game, we recommend that you play the sample game.

OVERVIEW OF THE SAMPLE GAME

The main character is Gobli, who is a Weakling in the RPG-series games. His wish is to become a Boss and fight the heroes. Will his wish be granted? Playing the sample game gives you the basic knowledge you'll need to create an RPG game of your own. It also helps you understand the key points of game creation using RPG Maker. Select [Sample] and press the ⊗ button to start the sample game.

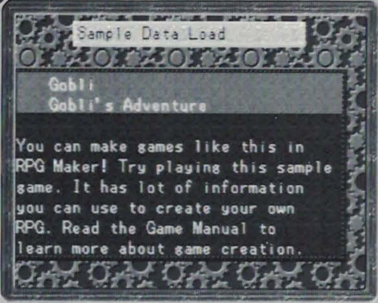


If the Upper World is the
stage, then the Lower
World is the backstage.

The sample game "Gobli" lets you learn the basics of game creation in a fun manner. This should help you understand the workings of RPG Maker.

LOADING THE SAMPLE GAME

To view the sample game data, load data using [Load Sample]. Loading the sample game will overwrite any game data you're currently creating. Be sure to save any game data you have been creating before loading the sample game.



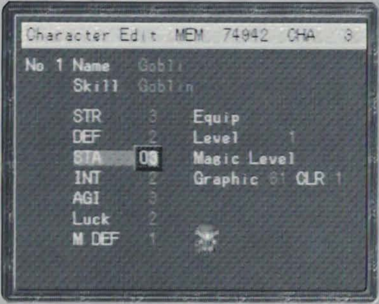
```
Sample Data Load

Gobli
Gobli's Adventure

You can make games like this in
RPG Maker! Try playing this sample
game. It has lot of information
you can use to create your own
RPG. Read the Game Manual to
learn more about game creation.
```

CHANGING THE SAMPLE GAME DATA

Not only can you view the loaded sample game, you can also edit it. Use this data as the basis for creating your game. For example, if you wish to change the data for the main character in the sample game, load the sample data and select the character you wish to change in [Character Edit]. If you're not familiar with this function, try changing the character's name first. Use your creativity to edit the sample data in many different ways.



```
Character Edit  MEM  74942  CHA   3

No 1 Name   Gobli
     Skill  Goblin

     STR     3   Equip
     DEF     2   Level        1
     STA    03   Magic Level
     INT     2   Graphic 61 CLR 1
     AGI     3
     Luck    2
     M DEF   1
```

FLOW OF GAME CREATION

Before you begin creating your game, it's important to understand the tasks involved in the process. You can basically start with any item, but if this is the first time you have used RPG Maker, we recommend following the steps listed below:

1. DEVELOP IDEAS ABOUT THE CONTENTS OF THE GAME THAT YOU'LL BE CREATING. YOU CAN CREATE THE GAME SMOOTHLY BY HAVING SOME ROUGH IDEAS ABOUT THE SCENARIOS, CHARACTERS AND MAP SETTINGS IN ADVANCE.
2. CREATE THE TITLE SCREEN
3. CREATE THE MAIN CHARACTER AND OTHER MEMBERS OF HIS PARTY. HERE YOU'LL CREATE EACH CHARACTER BY SETTING HIS STARTING LEVEL AND EQUIPMENT. YOU CAN ALSO SET THE **SKILL** FOR EACH CHARACTER.
4. CREATE **MONSTERS**, OR ENEMY CHARACTERS, THAT WILL APPEAR IN THE GAME. HERE YOU'LL CREATE EACH MONSTER BY SETTING ITS PARAMETERS AND ATTACK PATTERN.
5. CREATE THE **ITEMS** USED IN THE GAME. HERE YOU'LL CREATE THE ITEMS CARRIED BY THE CHARACTERS, AS WELL AS THE EQUIPMENT AND TRANSPORT USED, BY SPECIFYING THEIR **TYPE**.
6. CREATE THE **MAGIC** USED IN THE GAME. SET THE APPLICABLE ITEMS, SUCH AS [EFFECT] AND [MP], THEN CREATE ACCOMPANYING GRAPHICS. HERE YOU'LL ALSO SET THE USE OF SPECIAL ATTACKS.
7. CREATE THE **MAPS** THAT PROVIDE THE ENVIRONMENTS FOR THE GAME. WORLD MAPS ARE CREATED AS [FIELDS], WHILE ROOM INTERIORS AND TOWNS ARE CREATED AS [DUNGEONS]. YOU'LL CREATE EACH MAP BY COMBINING A NUMBER OF PARTS.

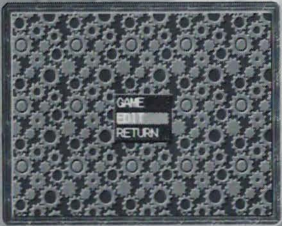
8. CREATE THE COMPONENTS THAT MAKE UP THE GAME'S SCENARIO. HERE YOU'LL CREATE EACH EVENT BY COMBINING THE **EVENT CONTENTS** STORED IN THE SOFTWARE.

9. ONCE YOU'VE FINISHED CREATING THE GAME, RUN A **TEST PLAY** AS THE FINAL STEP TO CHECK THE OVERALL BALANCE OF THE GAME. YOU CAN ALSO USE THIS FUNCTION TO CHECK YOUR PROGRESS, SINCE **TEST PLAY** CAN BE RUN AT ANY TIME.

NOW YOUR GAME IS COMPLETE!

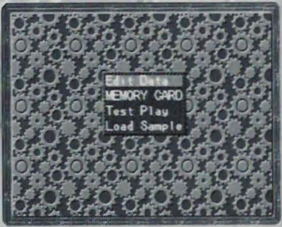
HOW TO START THE EDIT SCREEN

Creating a game in RPG Maker is achieved by editing the various settings. The following will help you familiarize yourself with the Editing screens:


GAME
EDIT
RETURN

EDIT

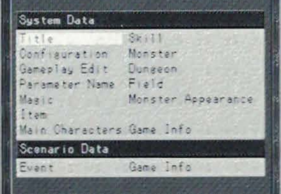
Selecting [RPG Maker] from the main game screen displays the screen you see in the screen shot on this page. Select [EDIT]. Selecting [GAME] will allow you to play the game you've just created, or choose [RETURN] if you'd like to go back to the Main screen.


Edit Data
MEMORY CARD
Test Play
Load Sample

EDIT DATA

Select [Edit Data]. If you wish to save or load data, select [MEMORY CARD]. To run a test play, select [Test Play]. To load the sample game data, select [Load Sample].

Next, select [Edit Data].


System Data
Title
Configuration
Gameplay Edit
Parameter Name
Magic
Item
Main Characters
Skill
Monster
Dungeon
Field
Monster Appearance
Game Info
Scenario Data
Event
Game Info

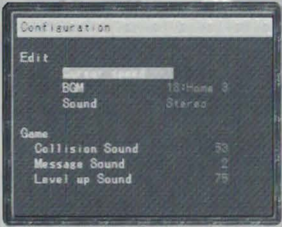
EDIT MENU

The Edit menu includes [System Data] and [Scenario Data]. [System Data] is used to create characters and maps, while [Scenario Data] is used to create events.

SYSTEM DATA

CONFIGURATION

Here you can set things such as the cursor speed and BGM, as well as the sound effects used during the game. Simply move the cursor to the item you wish to change, press the ⊗ button and change the value or item setting.



Configuration

Edit

Cursor Speed

BGM 18:Home 3

Sound Stereo

Game

Collision Sound 53

Message Sound 2

Level up Sound 75

Use Configuration to set the ideal environment in which to create your game.

EDIT

Cursor Speed

You can change the speed at which the cursor moves while you create your game. (3) is the default setting. The larger the number, the slower the cursor movement will be.

BGM

You can change the BGM that is played while you create your game. If 0 is selected, no BGM will be played. There are a total of 35 different BGM selections.

Sound

Make a selection between either mono or stereo, depending on the TV you're using.

GAME

Collision Sound

Set the sound effect used when the character hits an impassable section, such as the edge of the map. You can set the desired sound effect by selecting the corresponding number with the directional buttons. There are 78 sound effects to choose from.

Message Sound

Set the sound effect used when a message is displayed during the game. You can set the desired sound effect by selecting the corresponding number using the directional buttons. There are 78 sound effects to choose from.

Level up Sound

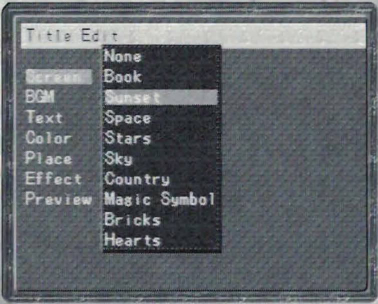
Set the sound effect used when the character increases their level during the game. You can set the desired sound effect by selecting the corresponding number with the directional buttons. There are 78 sound effects to choose from.

TITLE EDIT

In [Title Edit], you'll create the title screen displayed during the game. Create a title screen that matches the theme of your game, since it will become the face of the game. You can enter the name of the title using [Game Info].

SCREEN

Select a background graphic for the title screen. When [Screen] is selected a list of graphic names will be displayed. Move the cursor to a desired graphic name, and then press the ⊗ button to confirm your selection. A table listing the different background graphics is provided on pg. 66.



Set a background that matches the image of your game.

BGM

Set the BGM that will be played while the title screen is displayed. When [BGM] is selected, the names of available BGMs will be displayed. Select a desired tune using the directional buttons, and then confirm the selection using the ⊗ button. A table listing the different BGMs is provided on pg. 65.

TEXT

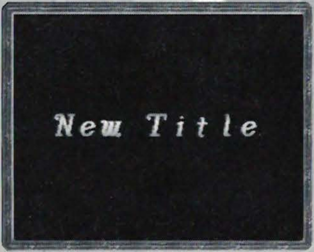
Here, set whether or not to display the name of the title on the title screen. Select [Text], then choose YES or NO.

COLOR

Choose the color in which the title text will be displayed. Select [Color], then choose GOLD, SILVER or BLUE. [Color] cannot be set unless YES has been selected in [Text].

PLACE

Set the position on the screen in which the title name will be displayed. Select [Place], choose Top, Center or Bottom then press the ⊗ button to confirm the selection. The text display positions are shown on the right. [Place] cannot be set unless YES has been selected in [Text].



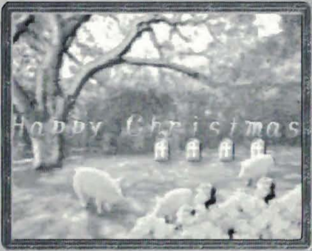
You can combine this function with [Effect] to create many different variations.

EFFECT

Set how the title name will be displayed. Selecting [Effect] displays a list of effects. Select a desired display effect from the eight types.

PREVIEW

When the necessary items are set, check the title you've just created. Select [Preview] to do so. To exit the preview screen, press the ⊗ button.



GAMEPLAY EDIT

In Gameplay Edit, decide whether or not to enable the items described below. Setting these items to either [ON] or [OFF] changes what can be set in each editor. To change the setting, simply move the cursor to the item you wish to change and press the ⊗ button.

SPECIAL ATTACKS

Decide whether or not to use Special Attacks which consume HP. Setting this item to [ON] enables the setting of [Type] in [Magic Edit]. Special attacks are similar to magic, except that they consume HP instead of MP.

USE OF CLASS

Setting this item to [ON] enables the setting of [Class] in [Magic Edit], [Item Edit] and [Monster Edit].

M DEF

M DEF is the resistance to magic (Magic Defense). Setting this item to ON enables the setting of [M DEF] in Character Edit, Skill Edit and Monster Edit.

ABILITIES

Decide whether or not to use the abilities specific to skills. Setting this item to [ON] enables the setting of [Ability] in Skill Edit. See pg. 34 for a list of abilities.

MONSTER APPEARANCE

Choose whether or not the probability of the monster's appearance will be set automatically for each dungeon or manually for each part. Changing this setting changes the contents of the [Monster Appearance] menu.

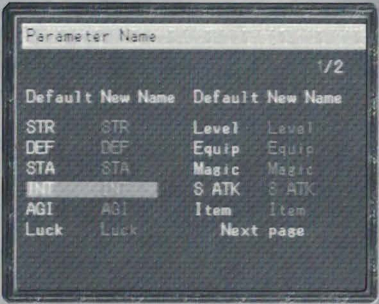
PARAMETER NAME

You can change the name of each parameter. Changing the name of a parameter (such as by changing Magic to Spell) changes the names of all related parameters. To change a parameter name, select a parameter and enter the new name.

SELECTING A PARAMETER

First, select the parameter you'd like to change. Move the cursor to the parameter, then press the ⊗ button. The text-entry screen will be displayed. Enter the desired name. The procedure used to enter text is explained on the next page.

The new parameter name will also be reflected in the Edit menu.



Parameter Name

1/2

Default	New Name	Default	New Name
STR	STR	Level	Level
DEF	DEF	Equip	Equip
STA	STA	Magic	Magic
INT	INT	S ATK	S ATK
AGI	AGI	Item	Item
Luck	Luck	Next page	

TABLE OF PARAMETER NAMES

STR - Strength
DEF - Defense
STA - Stamina
INT - Intelligence
AGI - Agility
Luck
Level
Equip - Equipment
Magic
S ATK - Special Attack
Item
HP
MP
Attack
Guard
Gold
EXP - Experience
M DEF - Magic Defense
Magic A - Class A magic
Magic B - Class B magic
Magic C - Class C magic
None - No class magic

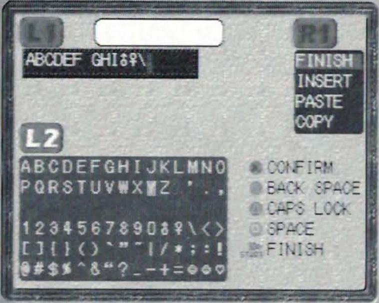
NOTE: For [MagicA] through [None], also see the table on pg. 41.

TEXT INPUT SCREEN

L1: Consists of the field in which the registered text is displayed and the one in which the selected text is displayed.

L2: This menu is used to select letters.

R1: This menu is used to switch between the two text-entry modes and exit the text-entry screen.


L1
R1
FINISH
INSERT
PASTE
COPY
L2
ABCDEFGHIJKLMNO
PQRSTUVWXYZ '.,
1234567890&?\<>
[]{}()`"~|/*;:!
@#$%^&"?_-+=
CONFIRM
BACK SPACE
CAPS LOCK
SPACE
START
FINISH

ABCDEF GHI&?\

The text-entry procedures explained here apply to all edit screens.

ADJUSTING THE CURSOR POSITION, L1

When the L1 button is pressed, the cursor in the text-entry field begins to flash, indicating that it can now be moved. Use the left/right directional buttons to move the cursor within the field. To create a space, move the cursor one space or press □ button.

ENTERING LETTERS, L2

Pressing the L2 button switches to the L2 field. Select a letter and confirm the selection using the [⊗] button. Note: The selected letter will be entered in the L1 text-entry field.

⊗ button - Confirm
○ button - Back Space
△ button - CAPS Lock
□ button - Space
START button - Finish

FINISH, R1

When [FINISH] is selected, a message will be displayed asking if you wish to update the data. Selecting the appropriate button closes the text-entry screen. You may also press the Start button to exit the screen.

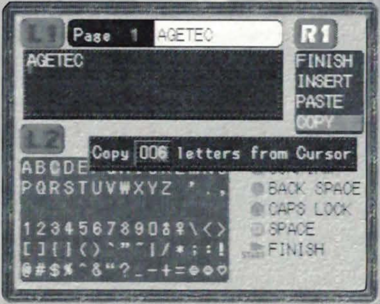
If you should have second thoughts, press the ◎ button to cancel the command.

INSERT, R1

You can use the ⊗ button to switch between the two text-entry modes. In the INSERT mode the selected letter will be inserted at the cursor position. In the REPLACE mode the letters behind the cursor position will be replaced with the new ones.

PASTE, R1

Used to enter the letters registered with [COPY]. Selecting [PASTE] pastes the letters displayed in the upper window of L1 into the text-entry field at the bottom. Also, you can paste the names of Characters, Dungeons, Towns, Monsters, Items, Magic and Skills which you create using each of the [Edit] modes.



Page 1 AGETEC

AGETEC

Copy 006 letters from Cursor

COPY, R1

Select [COPY] and enter how many letters you wish to copy from the cursor position. The copied letters will be displayed in the upper field of L1.

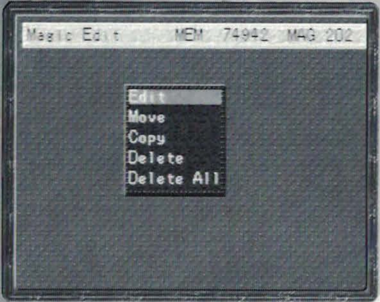
MAGIC EDIT

In [Magic Edit], you'll create the Magic and Special Attacks the characters use by consuming their MP and HP, respectively. The following explains the items you'll need to set in order to create magic.

EDIT SCREEN COMMANDS

Select [Edit] from the command menu displayed when [Magic] is selected in [System Data]. The magic list screen will be displayed. For the command menu items, including [Edit], see the table shown below.

The edit commands explained here apply to all edit screens.



EXPLANATION OF COMMANDS *

Edit

Select this command if you'd like to create a new Item, Magic, etc., or to edit an existing item. Selecting [Edit] displays the magic list screen.

Move

Select this command if you wish to change the order of the magics you've created. Select the magic, move the cursor to the destination, and press the ⊗ button. The magic will move to the new destination.

Copy

Select this command if you'd like to create multiple sets of magic having the same content. Select the magic you want to copy, then select the number under which to create a copy. Copying will begin.

Delete

Select this command if you'd like to delete an existing magic from the list. Move the cursor to the magic you want to delete, then press the ⊗ button. The magic will be deleted.

Delete All

Select this command if you'd like to delete all magic creations. Selecting [Delete All] displays a confirmation message. Select the appropriate button.

MEM

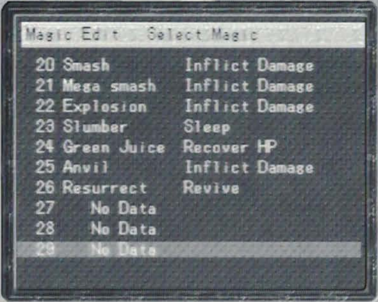
At the top of the screen, there is [MEM###] and [MAG###]. MEM indicates the overall capacity available, which is not currently used by system data. MAG (Magic) indicates the remaining number of magic that can be created. MAG will be replaced in other edit menus with the following;

Item edit screen - ITM
Character edit screen - CHA
Monster edit screen - MON
Skill edit screen - SKI

** The use of these commands is the same as for those corresponding commands displayed in the Item, Main Characters, Skill and Monster Edit screens, which will be described later.*

SPECIFYING THE MAGIC TO EDIT

Selecting [Edit] from the command menu displays the magic list screen. In this screen, select a number denoting No Data and confirm the selection using the ⊗ button. The magic edit screen will be displayed.



Magic Edit   Select Magic

20	Smash	Inflict Damage
21	Mega smash	Inflict Damage
22	Explosion	Inflict Damage
23	Slumber	Sleep
24	Green Juice	Recover HP
25	Anvil	Inflict Damage
26	Resurrect	Revive
27	No Data	
28	No Data	
29	No Data	

Effect

Here you can set the effect of the magic. Selecting [Effect] displays the menu of magic effects. Select a desired effect from the menu and press the ⊗ button.

You can check the magic effects listed on pg. 67.

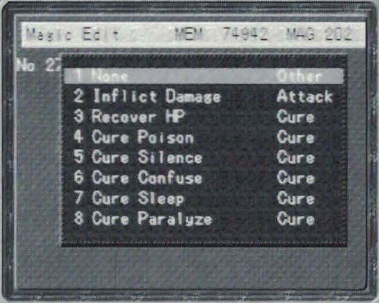
You can create 230 types of magic in the Magic Editor.

Name

Here is where the name of the magic will be entered. The name assigned here will be displayed during the game as the name of this magic. Moving the cursor to [Name] and pressing the ⊗ button displays the text-entry screen. See pg. 15 for text-entry procedures.

Type

Before setting this item, set [Special Attacks] to ON in [Gameplay Edit]. Here you'll decide whether you're creating a Magic that uses MP or a Special Attack that uses HP. After selecting [Type], select Magic or a Special Attack.



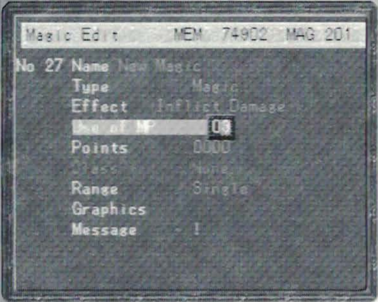
Magic Edit   MEM 74942 MAG 202

No 27

1	None	Other
2	Inflict Damage	Attack
3	Recover HP	Cure
4	Cure Poison	Cure
5	Cure Silence	Cure
6	Cure Confuse	Cure
7	Cure Sleep	Cure
8	Cure Paralyze	Cure

Use of MP (HP)

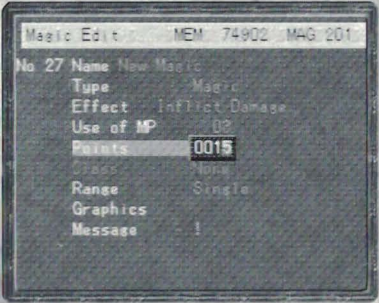
This item sets the value of MP, which is reduced when the magic you're now editing is used. To set the MP value, move the cursor to [Use of MP (HP-When Special Attack is selected)] and press the ⊗ button. Then, simply enter the desired value.
(Screen 19-1) A maximum of 99 points can be set.

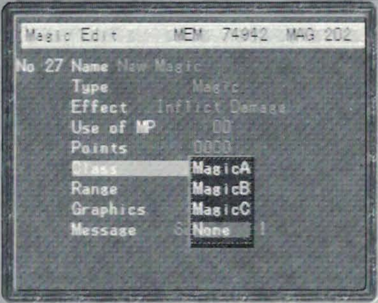

Magic Edit MEM 74902 MAG 201
No 27 Name New Magic
Type Magic
Effect Inflict Damage
Use of MP 03
Points 0000
Class None
Range Single
Graphics
Message !

Points

When the magic you're setting has the effect of changing a value, such as giving damage (in the form of penalty points) or recovering HP, set the degree to which the value will change. Selecting [Points] displays the value-setting menu. Enter the desired value.

You cannot set a negative value in [Points].


Magic Edit MEM 74902 MAG 201
No 27 Name New Magic
Type Magic
Effect Inflict Damage
Use of MP 02
Points 0015
Class None
Range Single
Graphics
Message !


Magic Edit MEM 74942 MAG 202
No 27 Name New Magic
Type Magic
Effect Inflict Damage
Use of MP 00
Points 0000
Class
Range
Graphics
Message

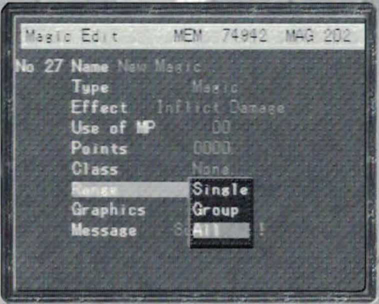
Class (Magic Class)

Before setting the class, set [Use of Class] to ON in [Gameplay Edit]. Moving the cursor to [Class] and pressing the ⊗ button displays the class menu. Select a desired class you'd like to assign. The magic class is related to the monster class. For example, when a player uses Class A magic on a monster which his Magic Class was set as Class B magic in [Monster] Edit (refer to page 41), that monster will get more damage.

Class names can be changed in [Parameter Name].

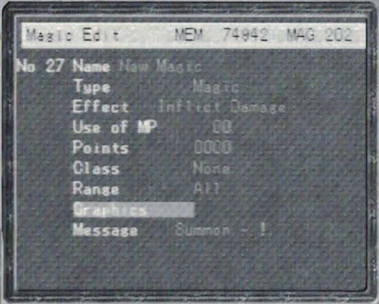
Range

Set the range within which the magic becomes effective. Selecting [Range] displays the Range menu. Select a range from the menu. [Single] means the magic is effective against only one enemy; [Group] against enemies of the same type; and [All] against all enemies.

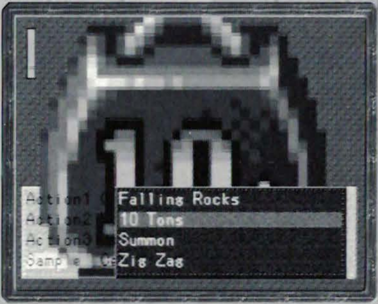

Magic Edit MEM 74942 MAG 202
No 27 Name New Magic
Type Magic
Effect Inflict Damage
Use of MP 00
Points 0000
Class None
Range
Graphics
Message Su… !

Graphic

From here, you can create animation that is displayed when magic is used during the game. Animation may consist of three action stages: the first, second and third. To create animation, first move the cursor to [Graphic] and press the ⊗ button. This displays the Animation Edit screen, which is explained in detail on the next page.


Magic Edit MEM 74942 MAG 202
No 27 Name New Magic
Type Magic
Effect Inflict Damage
Use of MP 00
Points 0000
Class None
Range All
Graphics
Message Summon ~ !

You can't select this item unless you've set [Effect].



Use the sample set until you become familiar with the procedure.

SETTING THE GRAPHICS

SCREEN CONFIGURATION

1: You create the magic animation by setting the graphics and movements for each action. Three action stages ranging from 1 through 3 are available, but you don't need to set actions for all. You can check the current action stage by the position of the bar shown in the upper left-hand corner of the screen.

2: Load the sample animation data. In all, 16 data sets are available.

3: Specify the number corresponding to the desired animation graphics. In all, there are 30 different patterns from which to choose.

4: You can set different movements, such as various fades, Flash and Fall apart.

5: You can specify the size of the animation graphic at the beginning and the end.

6: You can specify the position of the animation graphic at the beginning and the end.

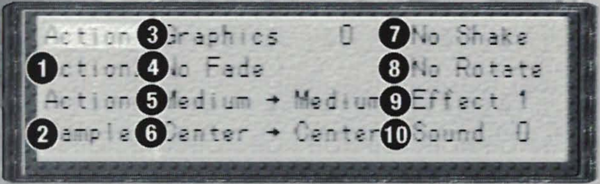
7: You can set the animation graphic in shaking pattern or turning pattern.

8: You can set the pattern of turning movement, as well as reversing.

9: You can set the number of animation graphics and their arrangement.

Effect 1 - Only one animation graphic
Effect 2 - Two animation graphics horizontally
Effect 3 - Three animation graphics horizontally
Effect 4 - Two animation graphics vertically
Effect 5 - Three animation graphics vertically

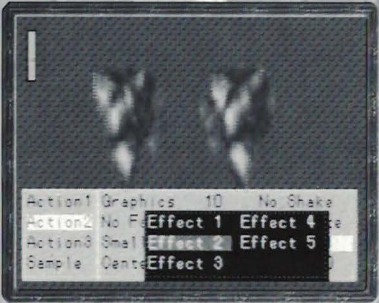
10: You can set sound effects for the animation. There are 78 sound effects in all.



```
Action  raphics     0   No Shake
ction   o Fade          No Rotate
Action  edium → Medium  Effect 1
ample   enter → Center  Sound  0
```

SETTING THE ACTION 1 THROUGH ACTION 3

Selecting an action number enables the menu for setting the movement in animation. Use this menu to set the size and position of the animation. You can combine these effects as desired. When the setting is complete, press the ◎ button to return to the Magic Editor.


Action1
Graphics
10
No Shake
Action2
No F
Action3
Smal
Sample
Cent
Effect 1
Effect 4
Effect 2
Effect 5
Effect 3

The more actions you set, the more complex the movement will be.

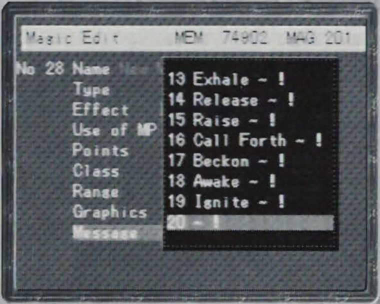
MESSAGE

Finally, set the message to be displayed when the magic is used during the game. Selecting [Message] displays Message Menu. Select a desired message. The table below lists the available messages.

Set a different message for each magic and special move.

TABLE OF MESSAGES

Summon ~ !
Enchant ~ !
Invoke ~ !
Charm ~ !
Call Upon ~ !
Hurl ~ !
Project ~ !
Radiate ~ !
Emit ~ !
Discharge ~ !
Gather ~ !
Command ~ !
Exhale ~ !
Release ~ !
Raise ~ !
Call Forth ~ !
Beckon ~ !
Awake ~ !
Ignite ~ !


Magic Edit
MEM 74902
MAG 201
No 28 Name
Type
Effect
Use of MP
Points
Class
Range
Graphics
Message
13 Exhale ~ !
14 Release ~ !
15 Raise ~ !
16 Call Forth ~ !
17 Beckon ~ !
18 Awake ~ !
19 Ignite ~ !
20 ~ !

ITEM EDIT

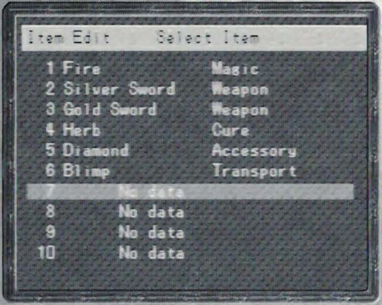
In [Item Edit] you'll create a variety of items used during the game. You'll also create special items such as Transport and Key here. The following explains the procedure used to create items:

EDIT

Select [Item] from [System Data]. From the command menu that is displayed, select [Edit]. For more information on the commands in this menu including [Edit], see pg. 17.

SPECIFYING THE EDITING ITEM

Selecting [Edit] from the command menu displays the item list screen. From this list select a number denoting No Data and confirm the selection using the ⊗ button. The [Item Edit] screen will be displayed. You can now edit a new item.



Item Edit   Select Item

1	Fire	Magic
2	Silver Sword	Weapon
3	Gold Sword	Weapon
4	Herb	Cure
5	Diamond	Accessory
6	Blimp	Transport
7	No data	
8	No data	
9	No data	
10	No data	

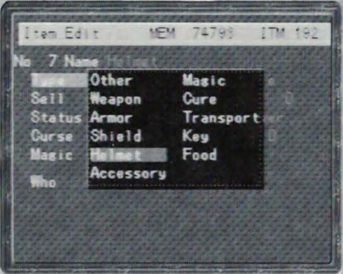
A maximum of 250 items can be created.

NAME

Selecting [Name] displays the text-entry screen. Here, enter the name you'll assign to the item. Enter the name by following the same procedure as explained on pg. 15.

TYPE

Set the type of item you'd like to create, such as Weapon or Transport. Selecting [Type] displays a menu. Select the item type from the list. The items you can select for each type are explained beginning on pg. 26.

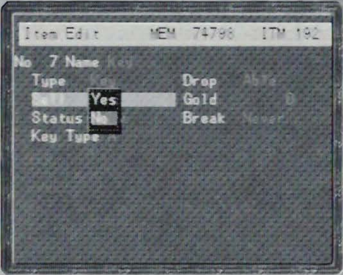

Item Edit
MEM 74798
ITM 192
No 7 Name Helmet
Type
Sell
Status
Curse
Magic
Who
Other
Weapon
Armor
Shield
Helmet
Accessory
Magic
Cure
Transport
Key
Food

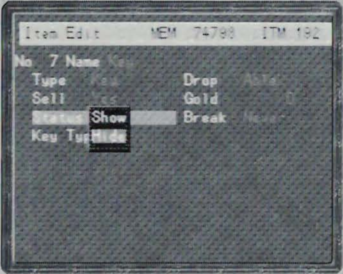
The contents you can set change according to the type.

SELL

Decide whether or not to make the items sellable at a store (see pg. 14 Book 2). Move the cursor to [Sell], then press the ⊗ button. Select YES or NO. The selling price will be half the amount set as the purchase price (in [Gold]).

If the item is important, set it as No to sell.


Item Edit
MEM 74798
ITM 192
No 7 Name Key
Type Key
Sell
Status
Key Type
Yes
No
Drop
Gold
Break


Item Edit
MEM 74798
ITM 192
No 7 Name Key
Type Key
Sell Yes
Status
Key Typ
Show
Hide
Drop
Gold 0
Break

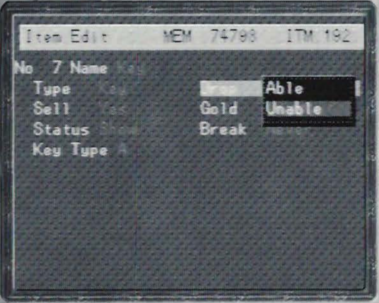
STATS

Decide whether or not to display the contents of the effect of the selected item when the list of items belonging to the character is displayed during the game. To use this function, select [Stats], press the ⊗ button and select [Hide] or [Show].

The effect of an item can be checked using the [Check Item] magic.

DROP

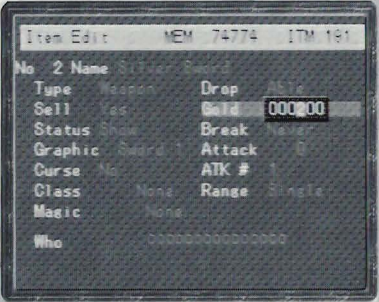
Decide whether or not to allow the character to drop the item during the game. Select [Drop], press the ⊗ button and select [Able] or [Unable].

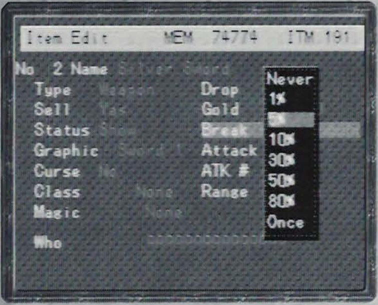

Item Edit MEM 74798 ITM 192
No 7 Name Key
Type Key
Sell Yes
Status Show
Key Type A
Drop
Gold
Break Never
Able
Unable

If [Unable] is selected, [Drop] can't be executed during the game.

GOLD

In [Gold], enter the price the player must pay during the game to buy the item at a store. Select [Gold], press the ⊗ button and enter the desired value. The price will be fixed. You cannot enter a negative value.


Item Edit MEM 74774 ITM 191
No 2 Name Silver Sword
Type Weapon
Sell Yes
Status Show
Graphic Sword 1
Curse No
Class None
Magic None
Who 000000000000000
Drop Able
Gold 000200
Break Never
Attack 0
ATK # 1
Range Single


Item Edit MEM 74774 ITM 191
No 2 Name Silver Sword
Type Weapon
Sell Yes
Status Show
Graphic Sword 1
Curse No
Class None
Magic None
Who 000000000000
Drop
Gold
Break
Attack
ATK #
Range
Never
1%
5%
10%
30%
50%
80%
Once

BREAK

In [Break], set the percentage for which an item has a chance to break. For example, setting the break percentage as 10% means the item will break and be lost after it's used approximately 10 times. The larger the break percentage, the fewer times the item can be used. Selecting [Break] displays the menu used to set the break percentage. Set the break percentage by choosing the desired value from the menu.

The smaller the break percentage, the longer the item can be used.

ITEMS THAT CAN BE SET BY TYPE

The previously explained items are set with the same procedure, regardless of their type. The following explains the items that are set differently, depending on their type. See pg. 24 for [Type].

WHEN WEAPON IS SELECTED

Graphic
Set the effect graphics used when the character attacks an enemy during battle. Selecting [Graphic] displays a list. Choose the desired effect from the list.

Curse *
Decide whether or not to make the weapon removable from the equipment. If the weapon is cursed, it can't be removed from the equipment. Select [Curse], then YES or NO. If a Cure Curse magic is created, the player can remove the curse when you use the magic.

Class
You can set the class of weapon. Select [Class], then choose a desired class from the Class menu. This class is related to [Class] in [Monster Edit].

Magic
During battle, the weapon releases the specified magic when an attack command is executed from [EQUIP] if it is so equipped, or when used from [Item] if the weapon is held as an item.

Who
Set the characters that can be equipped with the weapon. In the character list displayed from [Who], select a character using the left/right directional buttons, then indicate whether or not they can be equipped with the weapon using the up/down directional buttons.

Attack
Set the offensive strength. Select [Attack] and enter a desired value. This [Attack] will be added to the equipped character's [Attack].

ATK #
Decide whether the attack can hit an enemy or enemies once or twice at a time. You can increase the number of attacks allowed by selecting Attack + 1 from [Ability] in [Skill Edit].

Range
Set the range within which the weapon is effective. Selecting [Range] displays a menu. Set the range by selecting [Single], [Group] or [All].

WHEN ARMOR, SHIELD OR HELMET IS SELECTED

Curse *
Decide whether or not to make the armor/shield/helmet removable from the equipment. If the armor/shield/helmet is cursed, it can't be removed from the equipment. Select [Curse], then choose YES or NO. If a Cure Curse magic is created, the player can remove the curse.

Magic
During battle, the armor/shield/helmet releases the specified magic when an attack command is executed from [EQUIP] if it is so equipped, or when used from [Item] if the armor/shield/helmet is held as an item.

Who
Set the characters that can be equipped with the armor/shield/helmet. Selecting [Who] displays the character list. Select a character using the left/right directional buttons, and then indicate whether or not they can be equipped with the armor/shield/helmet using the up/down directional buttons.

Guard
Set the guarding power of the armor/shield/helmet. Select [Guard] and enter a desired value. The value set in [Guard] will be added to the [Guard] value of the equipped character.

WHEN ACCESSORY IS SELECTED

Effect
Set the type of ability that will be manifested when equipped with the accessory. Selecting [Effect] displays a menu listing the settable abilities. Select the desired ability.

Nothing
No effect
M DEF
Increase or decrease Magic Defense
Attack
Increase or decrease Attack point
Magic GRD
Set the % of Magic defense. Use this effect, you can create the accessory which never gets any magic damage if equipped.
Guard
Increase or decrease Guard point
Magic A
Increase of decrease Magic A point
AGI
Increase or decrease AGI point
Magic B
Increase of decrease Magic B point
Luck
Increase or decrease Luck point
Magic C
Increase of decrease Magic C point
None
Increase of decrease None class Magic point

Curse *
Decide whether or not to make the accessory removable from the equipment. If the accessory is cursed, it can't be removed from the equipment. Select [Curse], then choose YES or NO. If a Cure Curse magic is created, the player can remove the curse.

Magic
During battle, the accessory releases the specified magic when an attack command is executed from [EQUIP] if it is so equipped, or when used from [Item] if the accessory is held as an item.

Who
Set the characters that can be equipped with the accessory. Selecting [Who] displays the character list. Select a character using the left/right directional buttons, and then indicate whether or not they can be equipped with the accessory using the up/down directional buttons.

Value
Set the amount by which to change the value of the ability specified in [Effect]. Select [Value], enter the desired value, and then press the ⊗ button to confirm the selection.

NOTE: *Differences between M DEF and Magic GRD - M DEF will increase or decrease of Magic Defense (± 0 - 9999). Magic GRD sets the % of magic damage you can prevent. If you set 50%, as long as you equip this accessory, you can prevent 50% of any magic damage. If you set 100%, you can create an accessory that will prevent all Magic damage as long as player has it equipped.*

WHEN MAGIC IS SELECTED

Magic

You can create an item capable of inflicting specific magic damage. Select [Magic] and set the desired magic by making a selection from the list.

WHEN CURE IS SELECTED

Cure

You can create an item that enables the character to recover their HP or status. Selecting [Cure] displays a list of selectable items. Select the desired effect.

Value

If [HP] or [MP] is specified in [Cure], set how much the HP or MP value will increase. Select [Value] and enter a value to be added.

WHEN TRANSPORT IS SELECTED

Type

Select the type of transport item. Bring the cursor to [Type] and press the ⊗ button. You can now choose [Boat] or [Blimp].

WHEN KEY IS SELECTED

Key

You can create eight types of keys, from A through H. From the list that is displayed when [Key] is selected, choose a desired key and confirm the selection by pressing the ⊗ button.

WHEN FOOD IS SELECTED

Food

A Food turns into an item capable of changing the character's ability. Selecting [Food] displays a list of specifiable abilities. Specify the desired item.

Effect

Set the amount by which to increase or decrease the value of the ability specified in [Food]. Choose [Effect] and enter the value to be added or deducted. You can set a negative value.

STR - Strength
DEF - Defense
STA - Stamina
INT - Intelligence
AGI - Agility
Luck - Luck
M DEF - Magic Defense
EXP - Experience

Only level up or this Food can increase characters' ability.

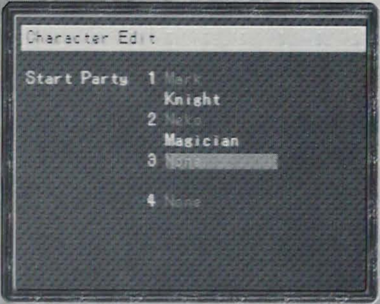
**** To remove from the equipment any item cursed during the game, use a magic that releases it from the curse (cure).***

CHARACTER EDIT

In [Character Edit] you'll create main characters in the game by setting parameters such as name and HP. The following explains the procedure used to create the characters.

EDIT

Selecting [Main Characters] in [System Data] displays the command menu for [Character Edit]. Selecting [Edit] from this menu displays the main character list screen, where you can create a new character. See pg. 17 for other commands.



START PARTY

Specify the members of the party with which the game will start. Selecting [Start Party] from the command menu displays the member selection screen. Move the cursor to a member number and press the ⊗ button. You can now select members who will form the party. Select the desired main characters.

You can choose a maximum of four characters for the Starting party.

SPECIFYING THE MAIN CHARACTER TO EDIT

To create a new character in the main character list screen, select a number denoting No Data. The Main Character Editor will be displayed, with which you can create a new character. To edit a main character you've already created, select the number corresponding to that character.

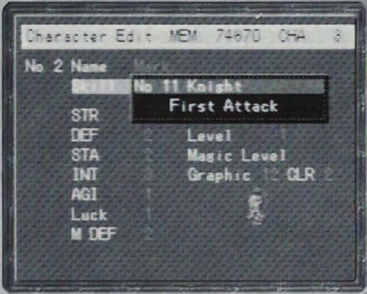
NAME

Enter the name of the main character. You can enter a maximum of eight letters for each name. See pg.15 for a detailed explanation of the entry method.

SKILL

Specify the skill of the main character (see pg. 33). Setting a skill enables the setting of special abilities and values applicable to the skill. Selecting [Skill] and confirming the selection displays the menu used to specify the skill. From the menu, set the Skill you'd like to assign to the main character.

See pg. 34 for a table of special abilities available for each skill.



Character Edit MEM 74670 CHA 3

No 2 Name Mark

Skill No 11 Knight

First Attack

STR

DEF 2 Level 1

STA 2 Magic Level

INT 3 Graphic 12 CLR 2

AGI 1

Luck 1

M DEF 2

TABLE OF ITEMS THAT CAN BE SET

STR - Strength

Each time the level of the character increases, the value of the character's [STR] parameter increases by the value set here. This setting is related to the character's attack power.

DEF - Defense

Each time the level of the character increases, the value of the character's [DEF] parameter increases by the value set here. This setting is related to the character's defensive power.

STA - Stamina

Each time the level of the character increases, the value of the character's [STA] parameter increases by the value set here. This setting is related to the character's HP value.

INT - Intelligence

Each time the level of the character increases, the value of the character's [INT] parameter increases by the value set here. This setting is related to the character's MP value.

AGI - Agility

Each time the level of the character increases, the value of the character's [AGI] parameter increases by the value set here. The higher the set value, the easier it is for the character to escape the battle.

Luck

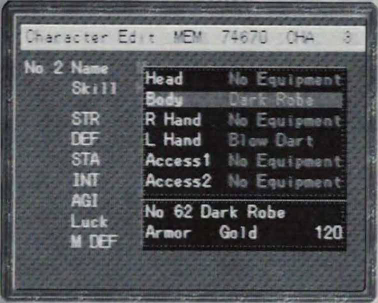
Each time the level of the character increases, the value of the character's [Luck] parameter increases by the value set here. The higher the set value, the less likely it is that the character will fall prey to an enemy's attack.

M DEF - Magic Defense

Each time the level of the character increases, the value of the character's [M DEF] parameter increases by the value set here. The higher the set value, the less likely it is that the character will submit to a monster's magic.

EQUIP

Here you'll set the articles with which the character is already equipped when the game is started. Selecting [Equip] displays the equipment menu. Specify appropriate items for the respective parts of the body, such as Helmet for the head and Sword or Shield for the hands.



Character Edit MEM 74670 CHA 3

No 2 Name

Skill

STR
DEF
STA
INT
AGI
Luck
M DEF

Head No Equipment
Body Dark Robe
R Hand No Equipment
L Hand Blow Dart
Access1 No Equipment
Access2 No Equipment

No 62 Dark Robe
Armor Gold 120

You must create the desired equipment in advance using [Item Editor].

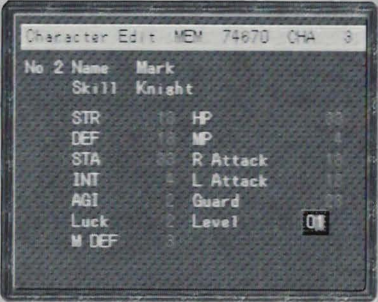
Items That Can Be Set

Head	Items of the [Helmet] type can be equipped.
Body	Items of the [Armor] type can be equipped.
R Hand	Items of the [Shield] or [Weapon] types can be equipped.
L Hand	Items of the [Shield] or [Weapon] type can be equipped.
Access1	Items of the [Accessory] type can be equipped.
Access2	Items of the [Accessory] type can be equipped.

LEVEL

Here you'll specify the character's Level for the start of the game. Selecting [Level] displays the ability value of the currently specified level (values corresponding to the starting equipment are included). Enter the desired level using a numerical value.

You cannot set 0 as the starting level.



Character Edit MEM 74670 CHA 3

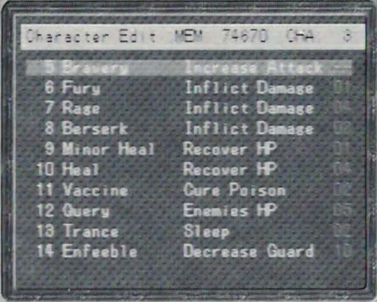
No 2 Name Mark
Skill Knight

STR 16 HP 33
DEF 18 MP 4
STA 33 R Attack 18
INT 4 L Attack 12
AGI 2 Guard 23
Luck 2 Level 01
M DEF 3

MAGIC LEVEL

Here you'll specify the level of each magic that the character can master. Selecting [Magic Level] displays a list of magic. Choose a desired magic and press the ⊗ button. Then, simply enter the level of magic the character can master.

The character will not master a magic for which no [Magic Level] is set.



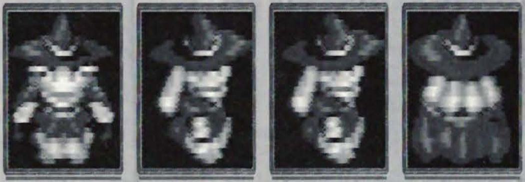
```
Character Edit  MEM  74670  CHA   8

 5 Bravery        Increase Attack  --
 6 Fury           Inflict Damage   01
 7 Rage           Inflict Damage   04
 8 Berserk        Inflict Damage   02
 9 Minor Heal     Recover HP       01
10 Heal           Recover HP       04
11 Vaccine        Cure Poison      02
12 Query          Enemies HP       05
13 Trance         Sleep            02
14 Enfeeble       Decrease Guard   10
```

GRAPHIC AND CLR (COLOR)

In [Graphic], specify the graphics used for the character. Selecting [Graphic] displays the screen from which you can select the number corresponding to the graphics you'd like to assign the character. Use the directional buttons to view different graphics, then choose the desired character graphics. Once the character graphics are set, select one of the four color patterns for the character in [CLR].

Sixty-eight graphics are available. You can also create your own character in Anime Maker. After you import the data, you can choose it here.



HOW TO USE AN ORIGINAL CHARACTER

You can register in advance the characters you've created in Anime Maker (see pg. 27 Book 2) using [Import] from [Memory Card]. To use an original character in the game, specify its registry number in [Graphic], as explained above.

SKILL EDIT

In [Skill Edit] you'll create skills the characters can acquire. Setting a skill to the character grants him the corresponding abilities.

EDIT

Selecting [Edit] displays the skill list screen. To create a new skill, move the cursor to a number denoting No Data and press the ⊗ button.

SPECIFYING THE EDITING SKILL

Selecting [Edit] from the command menu displays the item list screen. From this list select a number denoting No Data and confirm the selection using the ⊗ button. The [Item Edit] screen will be displayed. You can now edit a new item.

Name

First, enter the name of the skill you'll be creating. Enter the name by following the procedure explained on pg. 15.

Ability

Before setting an ability, you must set the use of abilities to ON in [GamePlay Edit]. Selecting [Ability] displays a selection window. Select the desired ability from the window.

Abilities

The characters can have abilities other than magic or special attacks by acquiring the skills that accompany these abilities.

TABLE OF ABILITIES

1. **None** - No ability.
2. **First Attack** - Enables the character to attack before the enemy does.
3. **Treasure Find Up** - Increases the probability at which the treasure box shows up upon defeating the enemy.
4. **1/2 MP Cost** - Reduces to half the value of the MP consumed when magic is used.
5. **2x Magic damage** - Doubles the magic damage sustained by the enemy.
6. **Critical Hit Up** - Increases the probability at which a critical hit occurs.
7. **Battle Heal** - Causes the HP value to increase randomly during battle.
8. **Counter attack** - Enables the character to attack at an appropriate probability when attacked by the enemy.
9. **Attack +1** - Increases by one count the set number of attacks allowed with the weapon.
10. **Reflect Attacks** - Enables the character to reflect the attack and inflict damage upon the enemy.
11. **HP Drain** - Sometimes increases the character's HP value by stealing the HP of the enemy being hit.
12. **EXP up** - Increases the EXP (experience) value gained upon defeating the enemy.
13. **No Class** - Ignores the class relationship between the magic and the enemy.
14. **Random Ability** - During battle, the character choose one of Abilities randomly in each turn, therefore, in the battle, each turn, the character has different ability.
15. **AI** - Causes the character to act according to the situation without accepting commands issued during battle.
16. **Resist Magic** - Causes the enemy's magic to become ineffective during battle.

ITEMS THAT CAN BE SET IN SKILL EDIT

STR - Strength

Each time the character's level increases, the value of the character's [STR] parameter increases by the value set here. This value affects the character's attack power.

DEF - Defense

Each time the character's level increases, the value of the character's [DEF] parameter increases by the value set here. This value affects the character's defensive power.

STA - Stamina

Each time the character's level increases, the value of the character's [STA] parameter increases by the value set here. This value affects the character's HP value.

INT - Intelligence

Each time the character's level increases, the value of the character's [INT] parameter increases by the value set here. This value affects the character's MP value.

AGI - Agility

Each time the character's level increases, the value of the character's [AGI] parameter increases by the value set here. The larger the set value, the easier it becomes for the character to escape a battle.

Luck

Each time the character's level increases, the value of the character's [Luck] parameter increases by the value set here. The higher the set value, the less likely it is that the character will fall prey to the enemy's attack.

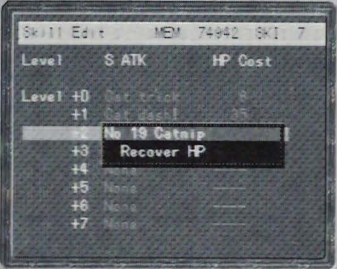
M DEF - Magic Defense

Each time the character's level increases, the value of the character's [STR] parameter increases by the value set here. This value affects the character's defensive power against magic.

S ATK - SPECIAL ATTACK

Selecting this item displays the setting screen for Special Attacks. First of all, you decide what level of player can get the Special Attack after the player acquires the skill which you are now creating. Choose the level (of special attack) you'd like to set and press the ⊗ button. The list of Special Attacks (magic) you've created in advance will be displayed. Select the desired special move from the list.

Special Attacks are created using [Magic Edit].



Skill Edit MEM 74942 SKI 7

Level	S ATK	HP Cost
Level +0	Cat trick	8
+1	Cat dash!	35
+2	No 19 Catnip	
+3		
+4		——
+5	None	——
+6	None	——
+7	None	——

Recover HP

You have to create Special Attacks using [Magic Edit] before setting an [S ATK].

__Sega Genesis __NES __Nintendo 64 __M2

Favorite types of games:

op
or
e
em.

with the
buttons.

ndition
to

s the

ITEM
STR -
Each
by the
DEF -
Each
set he
STA -
Each
This w
INT -
Each
This w
AGI -
Each
The la
Luck
Each
The h
M DE
Each
This w

S AT
Selec
Speci
like to
the

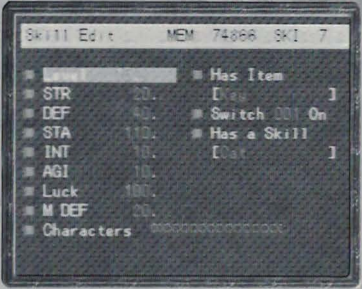
Place
Stamp
Here

agetec

P.O. BOX 70158
SUNNYVALE, CA 94086-0158

CONDITION

Condition is a function that allows the character to change their skills by visiting a Skills selection shop (see pg. 14 Book 2) once a specific condition has been satisfied. In [Condition] you'll set the conditions for changes in skill. Selecting this item displays the condition list screen. Select the item you'd like to set as the condition, then press the right directional button. You can now set the specific content for each conditional item.



All items can be set as conditions for changes in skill.

Level ~ M DEF
From Level through M DEF, specify a desired value as the condition. In other words, the character can change their skills when the applicable value reaches the specified number.

LVL 00. - Level
STR 0000. - Strength
DEF 0000. - Defense
STA 0000. - Stamina
INT 0000. - Intelligence
AGI 0000. - Agility
LUCK 0000. - Luck
M DEF 0000. - Magic Defense

Characters
Specify the characters that can acquire the skill you're now editing. Selecting this item and pressing the right directional button displays the character selection menu. In this menu you can select the applicable character with the left/right directional buttons, and switch between O (eligible) and X (not eligible) using the up/down directional buttons.

Has Item
The character can change their skills only when they have a specific item. Here, specify the item used as the condition for change in skill. Highlight [Has Item] and choose a specific item which you create using [Item Edit]. You have to create item/s using [Item Edit] before setting this.

Switch ### ON
The character can change their skills only when a specific switch is set to ON. For [Switch], see pg. 9 Book 2.

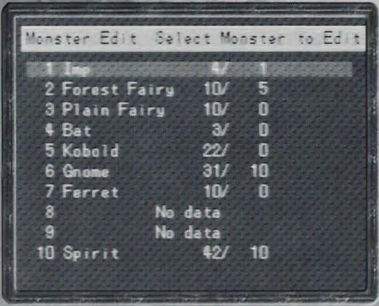
Has a Skill
The character can change their skills only when they currently have a specific skill. Specify the skill to be set as the condition. The skill has to be created before setting this item.

MONSTER EDIT

In [Monster Edit], you'll create data for monsters that will show up during the game. To place on a map the monster you've created in this editor, use [Monster Appearance] in [System Data] (see pg. 53).

EDIT

Select [Monster] from [System Edit]. When the edit menu is displayed, select [Edit]. Other commands are explained on pg. 17.



```
Monster Edit  Select Monster to Edit

 1 Imp              4/  1
 2 Forest Fairy    10/  5
 3 Plain Fairy     10/  0
 4 Bat              3/  0
 5 Kobold          22/  0
 6 Gnome           31/ 10
 7 Ferret          10/  0
 8          No data
 9          No data
10 Spirit          42/ 10
```

SPECIFYING THE MONSTER TO EDIT

Selecting [Edit] from the edit menu displays the monster list screen. To create a new monster, select a number denoting No Data. To edit an existing monster, select that monster.

HP and MP are displayed next to the name of the monster.

NAME

Select a monster number with New Monster indicated next to it, then press the ⊗ button. The text-entry screen will be displayed. For text-entry explanations, see pg. 15.

ITEMS THAT CAN BE SET

HP

Set the [HP] value. A maximum of 9,999 points can be set for this value. The larger this value, the larger the monster's STA value will be.

MP

Set the [MP] value. A maximum of 9,999 points can be set for this value. The larger this value, the larger the monster's MP value will be.

Attack

Set the [Attack] value. A maximum of 9,999 points can be set for this value. The larger this value, the greater the damage sustained by the main character will be.

Guard

Set the [Guard] value. The greater this value, the higher the monster's guard against physical attack becomes, i.e., the monster will be less likely to sustain damage from the main character's physical attack.

AGI - Agility

Set the [AGI] value. A maximum of 9,999 points can be set for this value. The greater this value, the less likely it is that the monster will fall prey to the main character's attack.

M DEF - Magic Defense

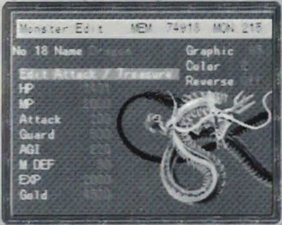
Set the [M DEF] value. The greater this value, the higher the monster's guard against magic becomes, i.e., the monster will be less likely to sustain damage from the main character's magic attack.

EXP - Experience

Set the [EXP] (experience) value. A maximum of 9,999 points can be set for this value, which becomes the experience the main character gains upon defeating the monster you're now creating.

Gold

Set the [Gold] value. A maximum of 9,999 points can be set for this value, which becomes the amount of money the main character gets upon defeating the monster you're now creating.



BALANCE BETWEEN THE MAIN CHARACTERS AND THE MONSTERS

The game loses a good sense of balance if strong enemies appear right after the game is started or weak enemies show up toward the end of the game. Consider the attack power and stamina of the main characters, and properly set the strength of each monster by checking the balance through repeated trial plays.

Make the Boss slightly stronger than the others.

EDIT ATTACK/TREASURE

Selecting [Edit Attack/Treasure] displays the screen in which you can set the attack patterns of monsters and items regarding the treasure box. Ten items are available in this screen, including [Abilities] and [Treasure] - (Treasure Box Probability). The following explains the procedure used to set each item. The items set here can be checked in [Battle Test] from [Monster Appearance].

When the character defeats a monster in the battle, he receives a treasure box containing an item.

ABILITIES

Here you'll set a special ability (talent) for each monster. Selecting [Abilities] displays the ability list screen. Select the ability you'd like to assign the monster you're now creating. See the table below for the abilities that can be set.

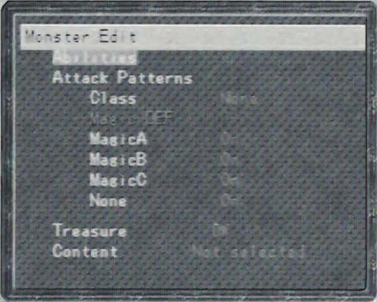


TABLE OF ABILITIES

No critical Hits
The monster will not score any critical hits.

Critical Hit Up
The monster's critical hit probability will go up.

Double Attack
Attack twice in one turn.

Multi Attack
Attack three times in one turn.

Miss 1/2 of the attacks
The probability that the Monster will miss the attack will be 50%.

2 x damage
The monster's magic attack power will be doubled.

Auto Battle
The probabilities that are set in [Attack Patterns] will all be the same. For example; when you set probabilities as; normal attack 80%, Magic 10%, Guard 10% and then [Auto Battle] is initiated, all probabilities will be changed to 33% each. Only patterns that are not 0% will be affected when [Auto Battle] is initiated.

ATTACK PATTERNS

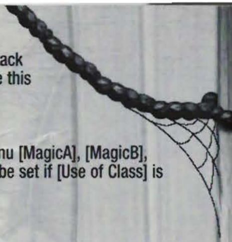
Set the pattern in which the monster mounts its attacks. Select the action pattern, then press the right directional button to enter the probability at which the monster mounts the applicable attack. When a probability is set for all action patterns, the total probability value should not exceed 100%.

NORMAL (Direct attack pattern)
Normal Attack - Attacks only as a physical attack.
Charge Attack (normal damage) - Attacks by charging but receives a counterattack of the character being attacked.
Poison Attack - Poisons the character who has sustained damage.
Paralyze Attack - Paralyzes the character who has sustained damage.
Sleep Attack - Puts to sleep the character who has sustained damage.
Petrify Attack - Petrifies the character who has sustained damage.
Critical Hit - Immediately kills the character who has sustained damage.

ACTION (Indirect attack pattern)
Do nothing - Does not attack or defend himself.
Guard - Guards himself. The damage inflicted by the character is reduced to about half.
Flee - Runs away from the battle. The character will not gain EXP from a monster that ran away.
Self-destruct - Self-destructs when the HP value drops to half, thereby inflicting damage upon the character.
Steal MP - Mounts an attack to steal MP from the character.
Hide - Hides himself. Even when the battle ends while the monster is in hiding, the character still receives the treasure box and other entitlements.

Magic
Mounts attacks using the magic specified here.

S ATK (Special Attack)
Mounts attacks using the special move specified here.



ITEMS THAT CAN BE SET

This section explains the setting items regarding monsters other than their abilities and attack patterns. Selecting the item you'd like to set displays the corresponding menu. You can use this menu to set the contents of the item.

Class

Set the class of the monster you're now creating. Selecting this item displays the class menu [MagicA], [MagicB], [MagicC] and [None]. The classes displayed are the same as those of magic. This item can be set if [Use of Class] is set to ON in [Gameplay Edit].

IMPORTANT!

Relationship between Magic Class and Damage:

The chart below explains the relationship between Magic Classes and damage.

The chart explains when the magic class of Monster is set, how much damage the main characters can give to monsters of each Magic class.

	MAIN CHARACTER'S MAGIC CLASS			
Monster Class	**Magic A**	**Magic B**	**Magic C**	**None**
Magic A	25%	50%	150%	100%
Magic B	150%	25%	50%	100%
Magic C	50%	150%	25%	100%
None	100%	100%	100%	100%

FOR EXAMPLE; when you set the monster's class as Magic A, Class C magic will cause more damage than using any other class magics.

Magic GRD - Magic Guard

Decide whether or not to enable the magic guard value set in [M DEF]. This item can be set if [Use of Class] is set to OFF in [Gameplay Edit].

Magic A

Decide whether or not a Class A magic attack, released from the main character party, is effective [ON] the monster you're now creating.
If [OFF] is selected, the monster will not sustain any damage from Class A magic.

Magic B

Decide whether or not a Class B magic attack, released from the main character party, is effective on the monster you're now creating.
If OFF is selected, the monster will not sustain any damage from Class B magic.

Magic C

Decide whether or not a Class C magic attack, released from the main character party, is effective on the monster you're now creating.
If OFF is selected, the monster will not sustain any damage from Class C magic.

None - No class magic

Decide whether or not a No Class magic attack, released from the main character party, is effective on the monster you're now creating.
If OFF is selected, the monster will not sustain any damage from No class magic.

TREASURE

Set the probability at which the character receives a treasure box upon defeating the monster. From the menu displayed when [Treasure] is selected, choose the desired probability value.

What is Treasure Box?

The treasure box is a reward the character receives upon defeating a monster in battle. You can specify the item contained in the treasure box. Only one item can be placed in the treasure box. The character can't receive a treasure box if all enemies have run away during battle.

CONTENTS

Set the item contained in the treasure box. Selecting [Contents] displays the menu used to specify an item. Select the desired item.

GRAPHIC

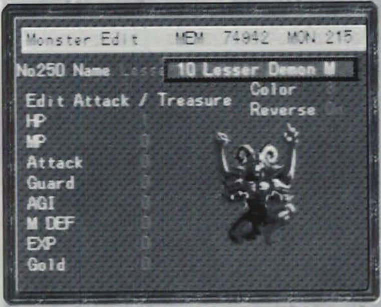
Set the graphics for the monster. Select [Graphic] and use the directional buttons to select the monster.

Color

You can choose one of four color patterns for the monster selected in [Graphic]. The color pattern changes each time the ⊗ button is pressed.

Reverse

Decide whether or not to use the monster graphics by reversing it 180 degrees.



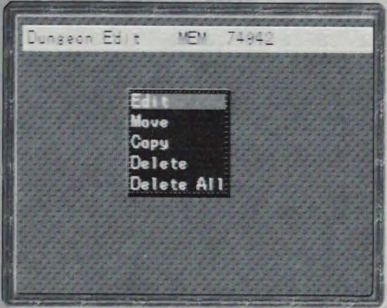
Selecting a graphic enters the name automatically. If you don't want to spend time on name entry, you can select the graphics first.

HOW TO USE AN ORIGINAL MONSTER

Create a monster in Anime Maker, then save the data to the Memory Card. Next, load it into the game data by following the same procedure explained on pg. 32.

DUNGEON EDIT

Here you'll create a dungeon map on which the main character actually engages in action. You can create an original map by combining different parts, such as towns, castles and dungeons. Use the various graphic data provided with the software to create an interesting dungeon.



EDIT COMMANDS

Edit

Used to create/edit a dungeon map. In [Sample], you can use the sample data provided in the software. In [Custom], you'll create an outside world, or dungeon within a building.

Move

Used to change the map number of the dungeon you've created. Select a map and move the cursor to its destination, then press the ⊗ button. If data already exists at the destination, that data will be overwritten.

Copy

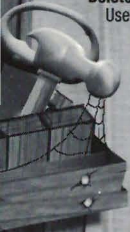
This is used to copy a dungeon. Select the dungeon you'd like to copy, then specify the destination. A copy of the selected dungeon will be created at the destination. If data already exists at the destination, that data will be overwritten.

Delete

Executing this command deletes the selected dungeon. If you'd like to delete multiple dungeons, you must select them one by one.

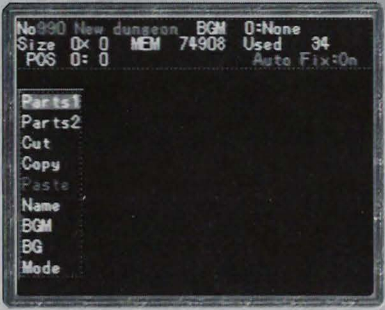
Delete All

Used to delete all dungeon data at once. Deleted data cannot be restored.



EDIT

Select [Edit] in Dungeon Edit. Selecting the dungeon you'd like to edit displays the creation screen. Select [Sample] or [Custom] to display the map-creation screen. If [Sample] is selected, the screen will only display the Name, BGM and BG (Background Image) commands in the edit command list. When [Custom] is selected, all commands shown below will be displayed.



No990 New dungeon BGM 0:None
Size 0× 0 MEM 74908 Used 34
POS 0: 0 Auto Fix:On

Use the various functions available to create a dungeon that matches the one you've imagined.

EXPLANATION OF COMMANDS

Information window:

NO.	Indicates the map number and name of the dungeon map currently being displayed.
BGM	Indicates the BGM set for the dungeon map currently being displayed.
Size	Indicates the size of the dungeon map currently displayed using the number of map parts.
MEM	Indicates the overall capacity available that is not currently used by system data.
Used	Indicates the capacity used on the dungeon map screen currently being displayed.
POS	Indicates the current cursor position in the map-creation screen.
Auto Fix	Indicates whether or not the Automatic Fix mode is ON (or OFF).
Shoe Icon	Indicates whether or not the created characters can move on the block or not. (O=OK, X=NO)

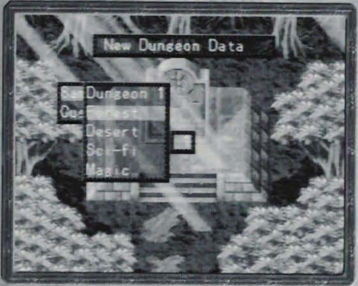
Command list:

Parts 1	Displays the list of parts you can use to create a dungeon map, one tile at a time.
Parts 2	Displays a part list similar to that in Parts 1, but allows you to place many tiles in a single operation. Select the starting point with the ⊗ button, move the cursor to lay the parts down in a continuous pattern and then press ⊗ button again to complete the operation.
Cut	Deletes the parts inside the specified area of the dungeon map and stores it in the clipboard so it can be pasted later.
Copy	Temporarily stores the specified area of the dungeon map.
Paste	Pastes the data temporarily stored using [Copy] to a specified destination on the map.
Name	Displays the text-entry screen where you can assign a name to the dungeon map.
BGM	Sets the BGM that will be played during the game while the screen is showing the map currently displayed.
BG	Selects wallpaper or tile as the background to be pasted into the dungeon map.
Mode	Toggles the Automatic Fix mode ON and OFF, which applies while creating a dungeon map.

CREATING A DUNGEON

A. Using Sample Data

Selecting [Sample] in [New Dungeon Data] displays a list of commands you can use to select desired graphic data provided with the software. Select one of the 20 types of graphics available from [Dungeon] to [Other], then select the number corresponding to the item you'd like to set.



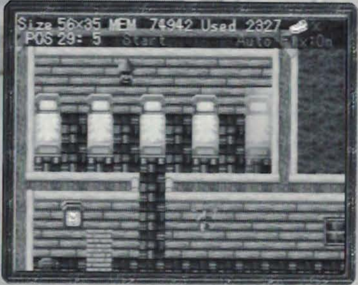
Use the sample data that best matches the setting.

B. Creating Custom Data

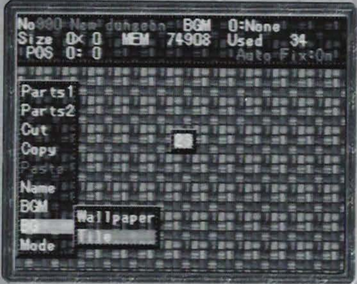
Create a new dungeon of your own.

1. Select the type of map you'll be creating. Select [Custom] from [New Dungeon Data] and decide whether to show the inside or outside of the building with the map. Pressing the ⊗ button displays the dungeon-creation screen.
2. Select the parts you'd like to use from [Parts 1 (2)]. First, press the ⊗ button to return to the dungeon-creation screen, then move the cursor to the location in which you'd like to place the part. Pressing the △ button displays a command list. Select the part from the list and place it using the ⊗ button. You can also display the Part Selection screen using the Start button.
3. Select [Wallpaper] or [Tile] in [BG] to fill in the empty space on the map.

Use different parts for the inside and outside to effectively depict the different settings.



Size 56×35 MEM 74942 Used 2327
POS 29: 5



No 990 New dungeon BGM 0:None
Size 0× 0 MEM 74908 Used 34
POS 0: 0

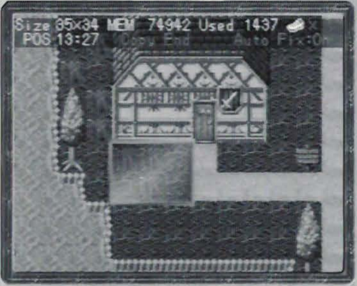
You can also create a map by placing the tile first.

CUT

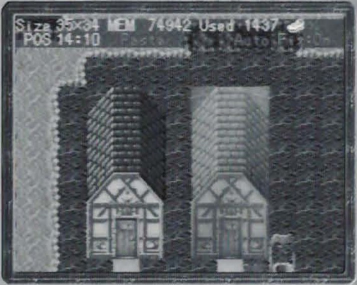
[Cut] is used to delete areas of the map you find unnecessary. Move the cursor to the starting point of the area you'd like to cut, confirm the selection, and set the end point. Pressing the ⊗ button cuts out the selected area. You can also delete an area by executing the command while holding the R1 or R2 button. The data that has been cut is stored temporarily, and can be pasted.

COPY/PASTE

[Copy] is used to temporarily store a specified area of the map. First, select the area of the map you'd like to copy, then confirm the selection. Specify the destination and execute [Paste] to copy the selected area.


Size 35x34 MEM 74942 Used 1437
POS 13:27 Copy End Auto Fix:On

You can paste the same data continuously until different data is copied.



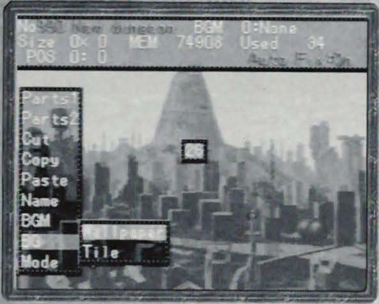
Use [Copy] and [Paste] to copy the data.

ABOUT NAME/BGM.

Use [Name] to assign a name to the dungeon map. Selecting this command displays the text-entry screen (for text-entry explanations see pg. 15). [BGM] is used to set the BGM that will play in this dungeon screen during the game. Select the name of the BGM using the directional buttons, then confirm your choice. You can also set No BGM.

BG - BACKGROUND IMAGE

Background Image is a function used to fill in empty space on the dungeon map. Graphic data of [Wallpaper] and [Tile] types are provided with the software. You can only set one type, [Wallpaper] or [Tile], for the background-image data.



No990 New dungeon BGM 0:None
Size 0× 0 MEM 74908 Used 34
POS 0: 0 Auto Fix:On

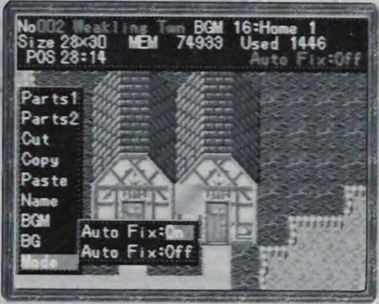
Parts1
Parts2
Cut
Copy
Paste
Name
BGM
BG
Mode
Wallpaper
Tile
26

Different patterns of background-image data are provided.

ABOUT MODE SWITCHING

Selecting [Mode] enables you to choose whether or not to automatically fix the arrangement of parts (ON or OFF) when they're placed continuously. Selecting ON causes the adjoining parts to be placed/rearranged automatically, but only when the specified parts are selected. You can also switch between the ON and OFF settings using either L1 or L2.

Select the mode setting according to the dungeon you're creating.



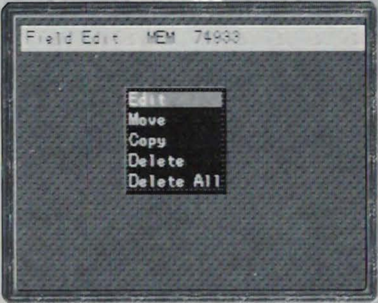
No002 Weakling Twn BGM 16:Home 1
Size 28×30 MEM 74933 Used 1446
POS 28:14 Auto Fix:Off

Parts1
Parts2
Cut
Copy
Paste
Name
BGM
BG
Mode
Auto Fix:On
Auto Fix:Off

FIELD EDIT

Here you'll create a field map, which will be used as the setting for your story. The field map is a world map that represents the entire world the main characters will explore in their adventure. Position parts by considering the geography of the overall map, then refine the field map by setting the towns in which various events take place and the roads that connect these towns.

EDIT COMMANDS



Edit

Used to create/edit a field map. Select parts from the field-map Part Selection screen, and place them on the screen you're now creating. You can create a maximum of eight field maps.

Move

Used to change the map number of the field map you've created. Select the map you'd like to move, place the cursor over the new destination, and press the ⊗ button.

Copy

Used to copy a specified area of the field map. When the destination is specified, the same map area will be created in that location. If data already exists at the destination, that data will be overwritten.

Delete

Executing this command deletes the selected map. If you'd like to delete multiple maps, you must select them one by one.

Delete All

Used to delete all field-map data at once. Deleted data cannot be restored.

EDIT

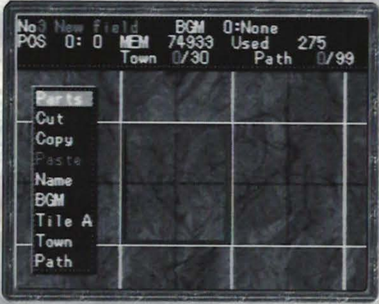
Select the map you'd like to edit in [Edit]. Press the ✕ button to display the map-creation screen. Press the △ button to display the command list, and use the commands to create/edit a map. The following commands are available when creating a new map or updating an existing map.

A maximum of 360 parts can be placed on a single map.

EXPLANATIONS OF COMMANDS

Information Window

NO.	Indicates the name and number of the field map currently being displayed.
BGM.	Indicates the BGM set for the field map currently being created.
POS (Position)	Indicates the cursor position in the map-creation screen currently being displayed.
MEM (Free Memory)	Indicates the overall capacity available that is currently not being used by system data.
Used	Indicates the capacity used on the field-map screen currently being displayed.
Town	Indicates the number of the town currently being created. You can create a maximum of 30 towns.
Path	Indicates the number of the Path currently being created. You can create a maximum of 99 Paths.



No3 New field BGM 0:None
POS 0: 0 MEM 74933 Used 275
Town 0/30 Path 0/99

Commands

Parts	Displays a list of parts you can use to create a field map.
Cut	Deletes the parts from within the specified area of the field map currently displayed.
Copy	Temporarily stores in memory a specified area of the field map.
Paste	Pastes the data temporarily stored with [Copy] to a specified destination on the map.
Name	Switches to the text-entry screen, in which you can assign a name to the field map.
BGM	Sets the BGM that will be played while the screen is showing the current field map.
Tile A	Switches between [Tile A] and [Tile B] and sets a desired tile in the field-map screen.
Town	Sets a town on the field map. This will be a connection to the dungeon map.
Path	Creates a Path on the field map. The Path will connect the towns you've already set.

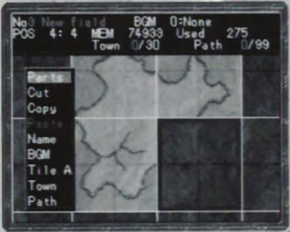
CREATING A MAP

The following describes the procedure used to create a field map.

1. Selecting [Parts] from the command list in the map-creation screen (or pressing the Start button). Displays the Part Selection screen. Choose a desired part and press the ⊗ button. The selected part will be temporarily stored, and you'll return to the map-creation screen.

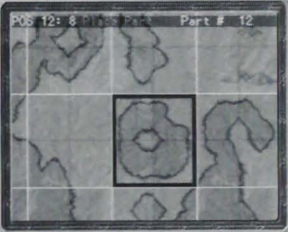
2. Move the cursor to the desired position and press the ⊗ button. The selected part will be placed in the desired position. Be sure to place the cursor inside the white frame. If the cursor is in contact with the frame, the part will not be placed.

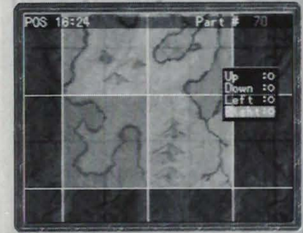
3. Repeat the above procedure to complete the field map. Useful features such as [Cut], [Copy] and [Paste] are also available.


No3 New field
BGM 0:None
POS 4: 4
MEM 74933
Used 275
Town 0/30
Path 0/99
Parts
Cut
Copy
Paste
Name
BGM
Tile A
Town
Path

Place the selected parts one by one.

The [World Map] in which your adventure takes place is now complete.


POS 12: 8
Part # 12

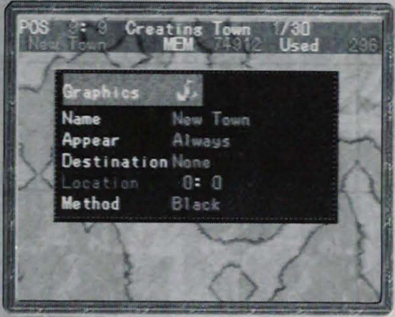

POS 16:24
Part # 70
Up :0
Down :0
Left :0
Right :0

L1 And L2

Pressing the L1 or L2 in the field-map position screen displays another window next to the cursor. Selecting [UP], [Down], [Left] or [Right] automatically displays the part(s) that will be connected on the selected side. If more than one part is available, use the left/right directional buttons.

Place the applicable part using the ⊗ button.

TOWN



POS 9: 9 Creating Town 1/30
New Town MEM 74912 Used 296

Graphics
Name New Town
Appear Always
Destination None
Location 0: 0
Method Black

TOWN-CREATION SCREEN

Graphic
Select the town graphics that you'll place on the field map. Various graphics such as castles, houses, towers are available. You can also set No Graphics.

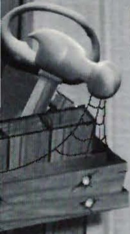
Name
Set a name for the town. The name will be displayed on the field-map screen when the main character enters the town during the game.

Appear - Conditions for Appearance
Set the conditions for town graphics. Selecting [Switch ON] (Display when the switch is ON) enables you to control the appearance of town graphics using the switch number. If Select [Always], the town you created will appear any time.

Destination - Warp Destination
Connect the town and dungeon. Select the dungeon of the warp destination, then confirm the selection. To return to the field map from the dungeon, you must set the event.

Location - Warp Location
Set the exact location in the dungeon where the main character will appear. Check the warp location in the dungeon to confirm the selection.

Method - Warp Method
Here, you can choose the screen effect that will take place when the main character warps. For instance, if you choose [Black (melt)], the screen will fade out.



PATH

Set Paths that will connect towns.

1. Pressing the △ Button displays the command list. Select and execute [Path], and the Path-creation screen will be displayed.

2. Place the cursor on the town where you want to start the Path, and press the ✕ button. Next, select the town where you'd like the Path to end and press the ✕ button. The Path will be displayed. To create a Path, you must set two or more towns in advance.

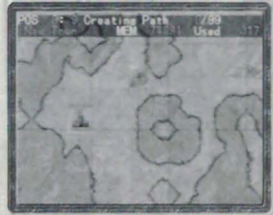
3. When the Path is displayed, a screen used to set the [Appear /Move] will appear. If you don't want to set the conditions, simply exit the screen. If you want to use the switch to control when to make the Paths appear and when to make them movable, enter the switch number.

Appear - Conditions for Appearance

Set the conditions for Path . Selecting [Switch ON] (Display when the switch is ON) enables you to control the appearance of Path using the switch number. If you select [Always], the Path will always be visible and can be used by the player at anytime.

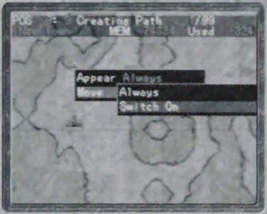
Move - Conditions that enable the use of the Path

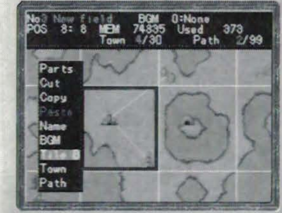
Set the conditions that will enable the use of the Path. Selecting [Switch ON] (Display when the switch is ON) enables you to control whether the player can use the Path using the switch number. If you select [Always], the Path will always be visible and can be used by the player at anytime.


POS
Creating Path
/99
MEM
Used

Select the towns you'll use to start and end the Path in order to create the Path.

You can control when to make the Path appear by setting the conditions.

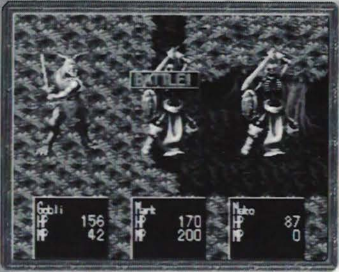

POS
Creating Path
/99
MEM
Used
Appear
Always
Move
Always
Switch On


No
New field
BGM
0:None
POS 8: 8
MEM
74835
Used
373
Town
4/30
Path
2/99
Parts
Cut
Copy
Paste
Name
BGM
Tile B
Town
Path

ABOUT NAME, BGM AND TILE A

Selecting [Name] lets you assign a name to the field map. In [BGM] you can set the background music that will be played during the game. [Tile A] is used to set whether or not to wrinkle the map. The presence of the tile greatly affects the map's appearance.

Selecting [Tile B] makes map creation easier.



MONSTER APPEARANCE

You can set the monsters created in [Monster Edit] to appear randomly on the dungeon map. Before setting any details here, you must choose either the map unit or the parts unit in [Gameplay Edit]. Depending on your selection in [Gameplay Edit], the method of monster appearance will differ.

The monsters that you have set will appear on the dungeon maps.

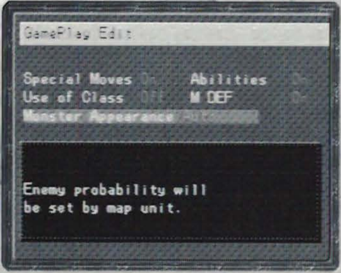
MANUAL OR AUTOMATIC

If you select [Auto] in [Monster Appearance] in [Gameplay Edit], you'll set the probability at which the monsters appear for each dungeon map. Selecting [Manual] sets the probability for each part of the map.

CORRELATION BETWEEN MONSTER APPEARANCE AND MONSTER EDIT

To set the monster appearance, you must create monster data in [Monster Edit] in system data first. You'll also need the dungeon map data.

In [Gameplay Edit], select [Auto] or [Manual] in advance to decide how the monsters appear.

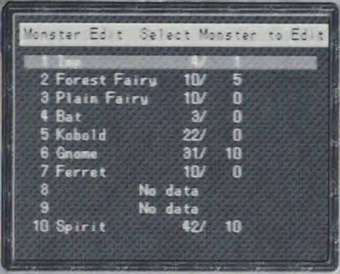


```
GamePlay Edit

Special Moves  On     Abilities  On
Use of Class   Off    M DEF      On
Monster Appearance  Auto

Enemy probability will
be set by map unit.
```

You must create data for monsters and dungeon maps in advance.



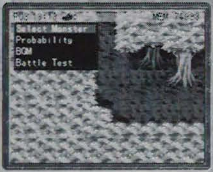
```
Monster Edit  Select Monster to Edit

 1 Imp             4/   1
 2 Forest Fairy   10/   5
 3 Plain Fairy    10/   0
 4 Bat             3/   0
 5 Kobold         22/   0
 6 Gnome          31/  10
 7 Ferret         10/   0
 8            No data
 9            No data
10 Spirit         42/  10
```

EDIT

Menu Screen

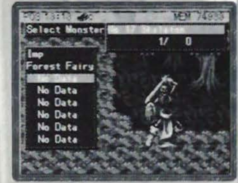
Select the dungeon map in [Edit] in [Monster Appearance] in order to decide how the monsters will appear. Selecting the dungeon map unit in [Gameplay Edit] displays the Menu for monster appearance, while selecting the parts unit displays the screen to select the area of monster appearance.



Select Monster

You'll set the monster you'd like to display on the dungeon map. To set the monster, you can select a monster created in [Monster Edit] in RPG Maker or in [Monster] in Anime Maker.

You can also set a monster you've created on your own.



Set the Probability/Select BGM

You can change the probability of the monster's appearance in [Probability]. There are Ten different levels - 0 (Min)-5(Max). In [BGM] you can set the background music that is played during battle.

Battle Test

After setting the monster appearance, try the Battle Test. You can check the strength of the monsters you've positioned by having them fight against the main character you've created. Select the main character, set the battle conditions in [Conditions], and select [Start Test]. The test will begin.

BATTLE SCREEN MENU

Fight	Go to the Fighting command menu.
Auto	Automatic fighting.
Flee	The party will run from the enemy if possible.
Plan	Setting for Auto battle.
Config	Various system settings within the Battle.
Data	Displays all status data for party members and enemies.
Exit	Exit test play.

DATA SCREEN

(1) Data#:?? **(2) Edit#:**??? **(3) Group:**???
Name: ???????
HP:????/???? **MP:**????/????
(4) GRD:???? **(5) AGI:**???? **(6) LUK:**???? **(7) MGR:**????
(8) Attack: (L: ???? R: ????) **(9) Class:** MagicA
(10) MAG:(AM:??? BM:??? CM:??? NM:???)
(11) STA: Death, Petrify, Paralyze, Sleep, Confuse, Silence, Hide
(12) Effect: M-Ref M-Res M-1/2Res S-1/2Res
(13) ABI: ????

(1) Data # :	Data # for all characters in the battle included Main Characters and enemies.
(2) Edit #:	Edit number of Main characters and monsters in each EDIT mode.
(3) Group:	Enemy or Main Character
(4) GRD:	Guard
(5) AGI:	Agility
(6) LUK:	Luck
(7) MGR:	Magic Guard (AM - MagicA, BM - MagicB, BM - MagicC, NM - None Class Magic
(8) Attack	Attack power
(9) Class:	Magic Class (A or B or C or None)
(10) MAG:	Magic Guard by Class (AM: MagicA, BM: MagicB, CM: MagicC, NM: None)
(11) STA:	Indicate Status abnormalities (Death, Petrify, Paralyze, Sleep, Confuse, Silence, Hide)
(12) Effect	Effect - M-Ref:(Reflect Magic), M-Res:(Resist Magic), M-1/2Res:(Resist Magic 50%), S-1/2Res:(Resist S ATK 50%)
(13) Abi:	Ability listings next page.

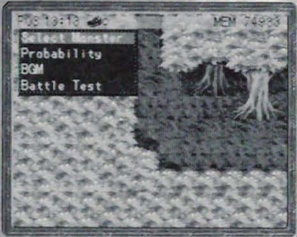
(13) Abi:

Ability — Enemy

NO CRT	Critical hit probability down.
CRT UP	Critical hit probability up.
ATK 2x	Double Attack
ATK 3x	Multi Attack
Miss1/2	Miss attack probability 50% up
MG 2x	Magic effect twice more
Auto	The probabilities which you set in [Attack Patterns] will be all the same.

Ability — Main Characters

First Attack
Treasure Find UP
1/2 MP Cost
2x Magic Damage
Battle Heal
Counter Attack
Reflect Attack



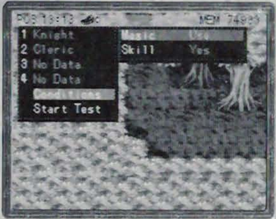
WHEN THE MAP UNIT (AUTOMATIC) IS USED FOR SETTING

1. The following describes the procedure used to position the monsters when monster appearance is set by map unit (Auto). By selecting the dungeon map on which to position the monster, a Menu will be displayed. Select the monster to position in [Select Monster] and decide the probability at which the monster appears in [Probability].

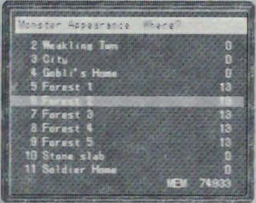
The probability of monster appearance can be set for each dungeon.

2. [BGM] lets you set the background music that is played during battle. Selecting the main character that you want to use in the test and setting the battle conditions in [Battle Test] starts the test. If you select [Exit] during the test, the test will be terminated, and you'll return to the setting screen for the battle test.

The battle test is important to check the overall balance of the game.



3. You can move the monster appearance data you've already set to another dungeon using [Move], which is one of the commands for monster appearance. [Copy] duplicates the data on the specified dungeon. You can't move or copy the data to a place in which no dungeon data is available.


Monster Appearance Where?

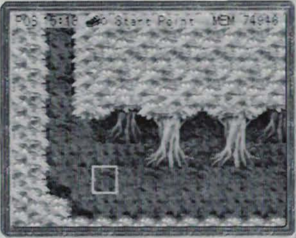
2 Weakling Town	0
3 City	0
4 Gobli's Home	0
5 Forest 1	13
6 Forest 2	13
7 Forest 3	13
8 Forest 4	13
9 Forest 5	13
10 Stone slab	0
11 Soldier Home	0

MEM 74933

With [Move] and [Copy], you can create the game much more quickly.

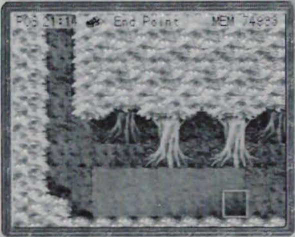
WHEN THE PARTS UNIT (MANUAL) IS USED FOR SETTING

1. The following describes the procedure used to position the monsters when the monster appearance is set using [Manual] in [Gameplay Edit]. [Manual] lets you position the monsters in a smaller area than when they're positioned with the dungeon map unit. First, select a dungeon map in [Monster Appearance Edit] in which to position the monster. The dungeon map will be displayed.



You can make the monster appear only within a specified area.

2. Select the area in which you want the monster to appear. Move the cursor to the starting point and press the ⊗ button. Then move the cursor to the ending point and confirm the selection. The selected area will be highlighted. The ⊗ button displays the list of commands for the monster appearance. Follow the same procedure as the dungeon map positioning for setting.



The area will be displayed in red while it's being selected.

COMMAND LIST:

Cut Data	You can cut the monster appearance data you've already set to the area.
Copy Data	You can copy the monster appearance data you've already set to the area
Paste Data	You can paste the monster appearance data you've copied or cut to the area you want.
Delete Area	Delete area you've created.

WHEN TO USE

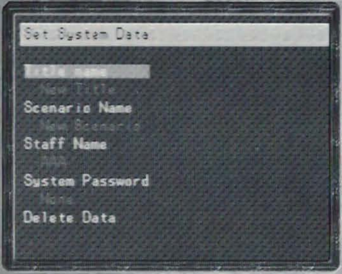
If you want monsters of different types or levels to appear separately in one dungeon map, select [Manual] in [Gameplay Edit] for monster appearance. This is useful if you've created different areas on the same dungeon map for the main character to enter when his level is low and when his level is high. The game will be more exciting if the monsters are categorized on the same dungeon map according to the main character's level.

NOTE:

You can not use [Manual] and [Auto] at the same time in one dungeon map. If you set the [Monster Appearance] as [Auto] and want to change the setting as [Manual], select [Manual] in [Monster Appearance] in [Gameplay Edit] then go back to [Monster Appearance Edit] and select [Edit] and choose the dungeon map you want to set. Press the △ button to display COMMAND LIST. Select Delete area first. Then you can select the area(s) you want monster to appear in.

GAME INFO

Here you'll set the game information for the management of game data. The settings here will enable you to display the title name of the game and the staff name during the game. Specifying the scenario name will also make data management easier. In addition, setting a password can prevent the data from being loaded by a third party.



SET SYSTEM DATA SCREEN

Title Name

Enter the title name for the game. The title name entered will be set for display in the title edit menu. To display the title during the game, you must create an event called [Display Title], in which the content of the event is already set.

Scenario Name

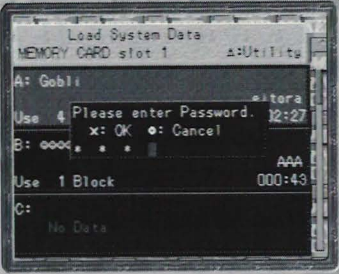
Specify the scenario used to start the game. The scenario name can't be displayed during the game. The name is specified only for the sake of managing the scenario data. You can check the scenario name in the data load (save) screen stored in the Memory Card. All the scenario names can be set or changed in [Scenario Name] in the scenario registration data.

Staff Name

You'll set four names for each Title name and author name in the game. The information set here will be displayed on the staff Title that appears at the end of the game. The author name entered under [Title] at the top will be displayed as the creator name on the load (save) screen in the Memory Card.

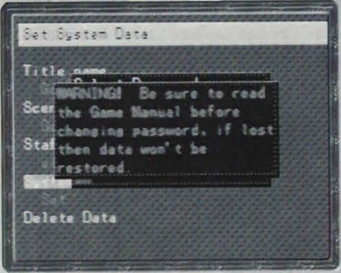
System Password

Set a password to manage the game data. Once you set the password, you'll not be able to load the system data unless you enter the password. This will prevent the data from accidentally being overwritten by a third party.


Load System Data
MEMORY CARD slot 1
▲:Utility
A: Gobli
eitora
Use 4
2:27
B:
AAA
Use 1 Block
000:43
C:
No Data

Please enter Password.
x: OK ○: Cancel

Setting the password can prevent accidents from occurring.


Set System Data
Title name
Delete Data

WARNING! Be sure to read the Game Manual before changing password. if lost then data won't be restored.

Attention:

In the password setting screen, a warning message will be displayed (see the screenshot on the right). Once you set the password, you won't be able to delete it unless you initialize the game data. Please be advised.

Don't forget the password you've set.

Delete System Data

You can delete all the system data at once. There will be no need to select and delete data one by one. A confirmation message will be displayed before the deletion of data.

TEST PLAY

During Test Play you can actually play the game you've created in order to check the balance between individual events and the overall flow of the story. You can also use test commands that aren't used in the actual game, such as [Invincible].

You may run a test play following the creation of each event.

If the Upper World is the stage, then the Lower World is the backstage.

RESUME

The Test Play resumes from the scene in which a save was executed with [Quick Save] during the previous test play, or from the save point immediately before the reset.

CONTINUE

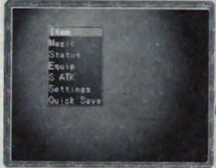
You can select the data from among the data sets saved at different save points. To save data you first create an event called [Save Point] in Event Edit to save to a Memory Card, or you can save the data to a Memory Card in the Field Map screen during game play. *Note that you can't resume test play with the data saved using [Quick Save] from [Continue] menu.*

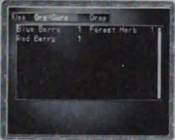
START

The Test Play starts at the very beginning of the game you've just created. Selecting [Start] and pressing the ⊗ button begins the Test Play.

EXPLANATION OF MENU COMMANDS

Pressing the ■ button during test play displays the command-list screen, as shown in the screenshot on the right. The settings made with these commands remain effective only during the Test Play. The settings are initialized upon each reset.
You can avoid battles by setting the monster appearance to OFF.





Item

Used to set items. Selecting [Item] displays the setting screen. When the ◎ button is pressed once, you can set [Use], [Org] (Organize) or [Drop]. Pressing the button twice returns you to the list screen.
You can organize items according to their priority.

Name - Sort items by name
Type - Sort the items by type
Cure - Organize the order of items - Cure items being the priority
Attack - Organize the order of items - Attacking items being the priority

Magic, Equip, S ATK

You can check the personal data for a main character, such as the Magic, Status, Equipment and Special Attacks currently set, by moving the cursor to the name of the character.

Status

PON	Poison
PAR	Paralyze
PET	Petrify
CON	Curse

Settings

This is used to setup the Test Play. Selections [Invincible] to [Game System] can be used during Test Play only.

[Invincible]	If set to ON, the player will not receive damage during battle. This makes checking all game play easier.
[Battle]	If set to OFF, monsters will not appear in the dungeons.
[Switch]	Switch ON/OFF all 500 Switches set in Event Edit. You can easily check Events which use the [Switch] function. For example, if you set up an event that uses a [Switch], like... Player cannot go into a building without a ticket. Once player gets the ticket, the [Switch] will be ON, and player can go into the building. In this instance, when you are in Test Play, you can go into the building without having the ticket if you use this command to set the [Switch] ON for the event.
[Game System]	Check the setting you have initialized in Event Command [Game System].

Quick Save

Only during test play can you save data using [Quick Save] without displaying the Memory Card screen. Selecting [Quick Save] and pressing the ⊗ button executes a save. Pressing the ◉ button returns you to the command-list screen.

During test play you can use the ◎ button and directional buttons to allow the main character to pass through/ignore dead ends, events and obstacles set on the dungeon maps. This function is available only during test play.

BATTLE SCREEN

Battle Main menu

Fight	Attack the enemy using the equipped weapon
Auto	Fight automatically.
Flee	The party will run from the enemy if possible.
Plan	Setting for Auto battle
Config	Various system setting within the Battle.

Fighting Command menu

ATK	Attack with equipped weapon.
GRD	Guard the character against an enemy attack.
Item	Use Item
Equip	Equipped item release the specified magic when an attack command is executed from [Equip] if it is so equipped.
Magic	Use Magic
S ATK	Use Special Attack

Status Message

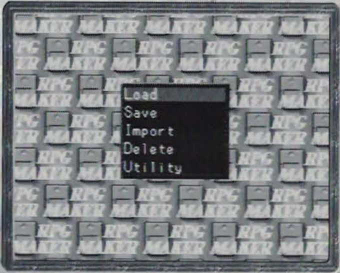
Poison
PON
Death
DTE
Petrify
PET
Paralyze
PAR
Sleep
SLP

Confuse
CON
Silence
SIL

ABOUT THE MEMORY CARD

The data created in RPG Maker is saved to a Memory Card. The Memory Card must have a minimum free area of three blocks. A data save or load command is executed from [Memory Card] in the main menu.

COMMAND SCREEN



LOAD

This command is used to load [System Data] and [Scenario Data]. If a password has been set in [System (Scenario) Game Info], you must enter the password.

SAVE

This command is used to save the game data you've created to a Memory Card. If game data already exists on the Memory Card, the screen will display a message asking if you'd like to overwrite the data. Press the ◎ button to cancel the save.

UTILITY

This command is used to check the saved data.

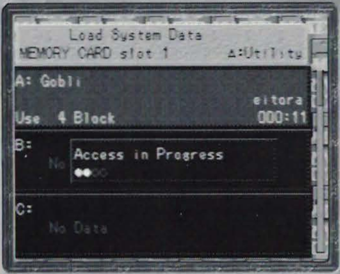
IMPORT/DELETE

With [Import], you can import graphic data created in Anime Maker. The imported data can be used as RPG game data. [Delete] is used to delete data that has been imported.

LOAD

This command is used to load data from the Memory Card. First, select System or Scenario as the type of data you want to load. Next, select the data to be loaded. If a password is required, a password entry screen will be displayed here. Enter the password and the data will begin loading.

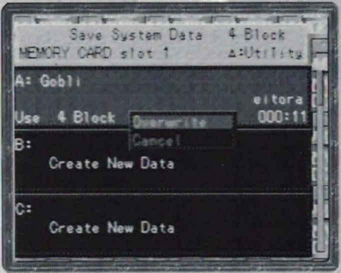
The screen shows [Access in progress] while data is being loaded.


Load System Data
MEMORY CARD slot 1
△:Utility
A: Gobli
eitora
Use 4 Block
000:11
B:
C:
No Data

Access in Progress

SAVE

This command is used to save data to a Memory Card. Select System or Scenario as the type of data you want to save. When the save screen is displayed, select the data to be saved and press the ⊗ button. To overwrite the existing data, select [Overwrite].


Save System Data
4 Block
MEMORY CARD slot 1
△:Utility
A: Gobli
eitora
Use 4 Block
000:11
Overwrite
Cancel
B:
Create New Data
C:
Create New Data

You should save game data as often as you can during the creation process.

IMPORT

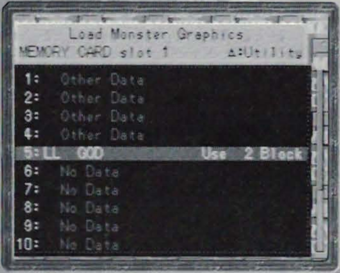
RPG Maker supports graphic data created using Anime Maker. With Anime Maker you can create main characters, monsters and title graphics. To use data not created in RPG Maker, first save it to a Memory Card and import it as RPG game data.

How to Import Data

1. Select [Import] and press the ⊗ button. Select [Monster], [Character] or [Title] as the type of data you'd like to import. The data-registration screen will be displayed.

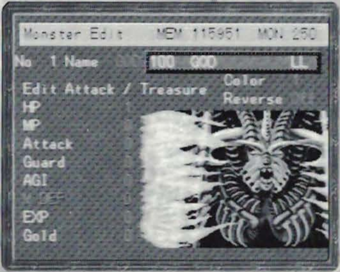
2. In the registration screen, move the cursor to select the location where you wish to register the data. Pressing the ⊗ button displays the data-import screen.

3. Move the cursor to the data you'd like to import and confirm the selection. The message Access is in progress is displayed, and data import starts. When the import is complete, the display returns to the data-import screen.


Load Monster Graphics
MEMORY CARD slot 1
△:Utility
1: Other Data
2: Other Data
3: Other Data
4: Other Data
5: LL GOD Use 2 Block
6: No Data
7: No Data
8: No Data
9: No Data
10: No Data

Check the available memory space when importing data.

Set the imported data in the game system.


Monster Edit
MEM 115951
MON 250
No 1 Name
100 GOD LL
Edit Attack / Treasure
Color
Reverse
HP
MP
Attack
Guard
AGI
M-DEF
EXP
Gold

DELETE

This command is used to delete imported data. Select [Delete] from the menu. When the data-deletion screen is displayed, move the cursor to the data you'd like to delete and press the ⊗ button. Pressing the L1/L2 buttons in the deletion screen scrolls the screen up, while pressing the R1/R2 button scrolls the screen down.

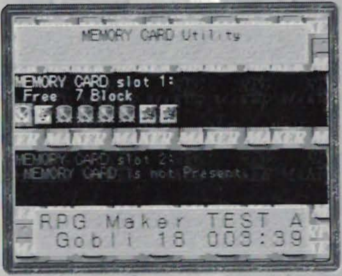
How to Delete Data

1. Select [Delete]. Move the cursor to [Monster], [Character] or [Title] as the type of data you'd like to delete, then press the ⊗ button. A list of imported data will be displayed.

2. Move the cursor to the data you wish to delete and press the ⊗ button. Deletion will begin. When the deletion is complete, the name of the data disappears and the field shows [No Data].

UTILITY

In this [Utility] menu, you can Delete, Move and Copy the data in your Memory Card. When your Memory Card is Full and can not save the RPG data which you just created, you can delete some data in your Memory Card to make some space for your RPG data.


MEMORY CARD Utility
MEMORY CARD slot 1:
Free 7 Block
MEMORY CARD slot 2:
MEMORY CARD is not Present.
RPG Maker TEST A
Gobli 18 003:39

* If hearts and certain other symbols are used in the System data and Scenario data settings, viewing these files in the [Utility] screen will convert these characters to asterisks. (*)

Caution

While the Memory Card is being accessed to execute a save or load command, be careful not to perform certain operations such as [1] pressing the reset button, [2] removing the Memory Card or [3] turning off the power. Doing so may destroy the game data being saved on the Memory Card. Besides being triggered by these accidental operations, data may also be lost due to a power failure. Exercise due caution so as not to lose important data.

DATA TABLES

BGM TABLE

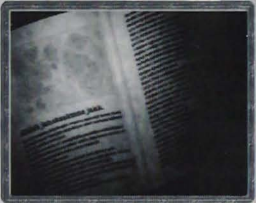
The table below lists the BGMs stored in RPG Maker. You can use a desired BGM as a sound effect during an event or play it as the background music during game creation.

0	None
1	BATTLE 1
2	BATTLE 2
3	BATTLE 3
4	CASTLE 1
5	CASTLE 2
6	DUNGEON 1
7	DUNGEON 2
8	DUNGEON 3
9	END 1
10	END 2
11	FIELD 1
12	FIELD 1S
13	FIELD 2
14	FIELD 2S
15	FOREST
16	HOME
17	OPEN 1
18	OPEN 1S
19	OPEN 2
20	OPEN 2S
21	SKY
22	TOWER
23	TOWN 1
24	TOWN 2
25	TOWN 3
26	BAROQUE
27	DANCE
28	GAG 1
29	GAG 2
30	KANKYO 1
31	KANKYO 2
32	MO
33	POP
34	REGE
35	SANBA

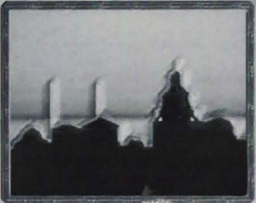
TITLE SCREEN GRAPHICS TABLE

The table below lists the background graphics for the title screen stored in RPG Maker. You can also use a background drawn in Anime Maker.

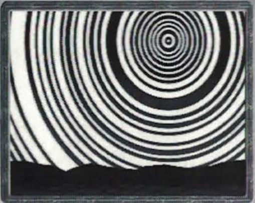
BOOK



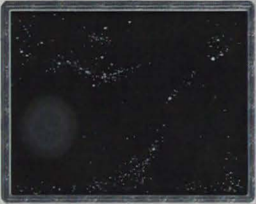
SUNSET



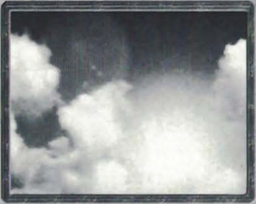
STARS



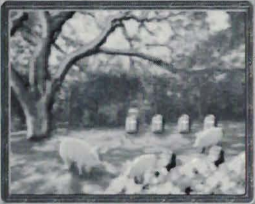
SPACE



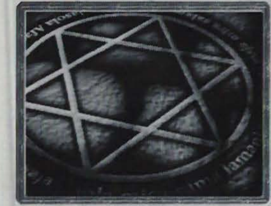
SKY



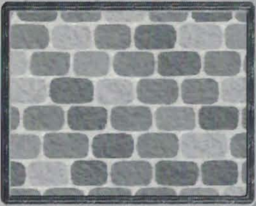
COUNTRY



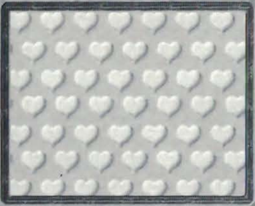
MAGIC SYMBOL



BRICKS



HEARTS

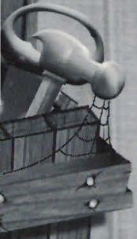


MAGIC EFFECT TABLE

The table below lists the kinds of Effect that can be set in [Magic Edit]. See the explanation beginning on pg. 17 for the procedure used to create magic.

[Other = OTH, Attack = ATT, Cure = CUR, Aid = AID, Special = SPE]

1 None	OTH
2 Inflict Damage	ATT
3 Recover HP	CUR
4 Cure Poison	CUR
5 Cure Silence	CUR
6 Cure Confuse	CUR
7 Cure Sleep	CUR
8 Cure Paralyze	CUR
9 Cure Petrify	CUR
10 Cure Curse	CUR
11 Revive	CUR
12 Restore Status	CUR
13 Decrease Attack	AID
14 Decrease Guard	AID
15 Decrease Agility	AID
16 Poison	SPE
17 Silence	SPE
18 Confuse	SPE
19 Sleep	SPE
20 Paralyze	SPE
21 Petrify	SPE
22 Death	SPE
23 Increase Attack	AID
24 Increase Guard	AID
25 Increase AGI	AID
26 Steal MP	AID
28 Reflect Magic	AID
29 100% Res Magic	AID (100% resist Magic)
29 50% Res Magic	AID (50% resist Magic)
30 50% Res S ATK	AID (50% resist S ATK)
31 Enemies HP	AID (Show enemies HP)
32 Dispel	AID (Cancels any party's or enemy's Aid Magic)
33 Teleport	OTH (Teleport to the place player have ever been.)
34 Escape Dungeon	OTH (Escape from Dungeon or inside buildings, houses
35 Encounter Down	OTH (Encounter % will be down)
36 Check Item	OTH (Check Item status)



ITEM TYPE TABLE

The following table lists the types of items that can be set in [Item Edit]. See the explanation beginning on pg. 23 for the procedure used to create an item.

OTHER

Cannot be equipped. The item is of a type other than the following.

WEAPON

Can be used in either hand. An item of this type has the ability to increase or decrease the character's attack power by a desired value

ARMOR

Can be equipped on the body. An item of this type has the ability to increase or decrease the character's guard by a desired value.

SHIELD

Can be used in either hand. An item of this type has the ability to increase or decrease the character's guard by a desired value.

HELMET

Can be equipped on the head. An item of this type has the ability to increase or decrease the character's guard by a desired value.

ACCESSORY

When equipped, an item of this type can be used to increase or decrease by the desired value a specified ability other than basic abilities.

MAGIC

Cannot be equipped. An item of this type gives magic damage when used.

CURE

An item of this type is used to recover HP or cure an abnormal status such as a poison.

TRANSPORT

You can create a boat and a blimp.

KEY

An item of this type is used in an event requiring a key.

FOOD

An item of this type is used to increase or decrease a specified basic ability by the desired value.

ROYALTY-FREE LICENCE

RPG MAKER™

You are entitled to a world-wide royalty-free license to make, use, sell, distribute and publish any works that you create with RPG MAKER, or using any components of RPG MAKER, provided that any such works are clearly marked on the media or packaging with the above RPG MAKER logo and that you have mailed to us acknowledgement of your intended use.

This acknowledgement should be in the form of brief details about the works you have created and your contact information, and should be mailed to:

RPG MAKER
Agetec, Inc.
P.O. Box 70158
Sunnyvale, CA 94086-0158

This license does not include the right to use any game design or components of RPG MAKER in any commercial product.

CUSTOMER SERVICE

Agetec, Inc. warrants to the original purchaser of this Agetec, Inc. product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Agetec, Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, the Agetec, Inc. product. You must call (650) 780-0166 to receive instructions to obtain repair/replacement services.
This warranty shall not be applicable and shall be void if the defect in the Agetec, Inc. product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE AGETEC, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL AGETEC, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE AGETEC, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Repair/Service After Expiration of Warranty - If your game disc requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Agetec, Inc. Customer Service Department/Technical Support Line (650) 780-0166 - Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday-Friday, 10am-6pm Pacific Time. There is no charge for this service.

Agetec, Inc. Online at http://www.agetec.com - Our news is always cool! Visit our website and find out what's happening at Agetec, Inc.- new titles, new products, and fresh tidbits about the new gaming world!

RPG MAKER™

Agetec, Inc. 1070 Stewart Drive, Suite 4, Sunnyvale, CA 94085. (C)1997, 1998, 1999, 2000 ASCII CO./Kuusou Kagaku/SUCCESS/SPRAIN Co.,Ltd. All rights reserved. RPG Maker and RPG Maker logo are registered trademarks of ASCII CO. Published by Agetec, Inc. All other brand and product names are trademarks or registered trademarks of their respective owners. Agetec and the Agetec logo are trademarks of Agetec.Inc.

PlayStation®

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

agetec

agetec.com

PlayStation

NTSC U/C

RPG MAKER™

Manual 2 Of 2

Anime Maker

&

Scenario Mode

agetec

DESIGNER SERIES

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00640
8750

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

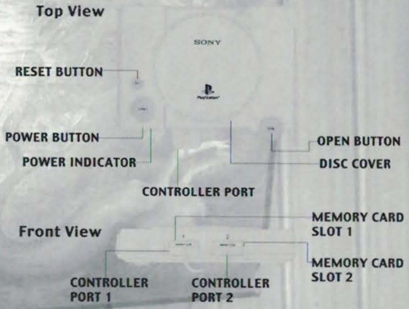
CONTENTS

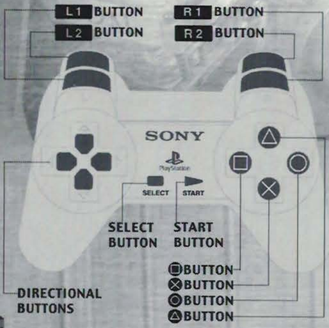
You become the creator of the universe, giving eternal life to a world of nothingness.
It is you who will breathe life into this world and pen an exciting tale.
You are limited only by your imagination.
Will it be a legend, a myth or a dream?
What will be the world in which your story unfolds?
What fate awaits your hero?
Everything is in your hands.
Yes, you are the creator of the universe!

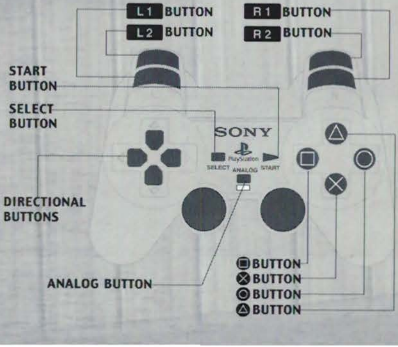
Starting Up **3**
Scenario Data **4**
Anime Maker **27**
Customer Service **42**
Controller Operation .... **Book 1 — 4**
Overview of the Sample Game .... **Book 1 — 5**
Flow of Game Creation .... **Book 1 — 7**
How to Start the Edit Screen .... **Book 1 — 9**
System Data .... **Book 1 — 10**
Test Play .... **Book 1 — 59**
About the Memory Card .... **Book 1 — 61**
Data Tables .... **Book 1 — 65**
Royalty-Free License .... **Book 1 — 69**

STARTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the RPG Maker™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.


Top View
RESET BUTTON
POWER BUTTON
POWER INDICATOR
OPEN BUTTON
DISC COVER
CONTROLLER PORT
Front View
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 1
CONTROLLER PORT 2


L1 BUTTON
L2 BUTTON
R1 BUTTON
R2 BUTTON
SONY
SELECT
START
SELECT BUTTON
START BUTTON
□BUTTON
⊗BUTTON
○BUTTON
△BUTTON
DIRECTIONAL BUTTONS


L1 BUTTON
L2 BUTTON
R1 BUTTON
R2 BUTTON
START BUTTON
SELECT BUTTON
SONY
SELECT
ANALOG
START
DIRECTIONAL BUTTONS
ANALOG BUTTON
□BUTTON
⊗BUTTON
○BUTTON
△BUTTON

SCENARIO DATA

PRODUCTION FLOW

An event is similar to the commands such as [Display Message], and will be created through the combination of other events. You'll set the events and create the scenarios to play the game. The following explains how to create an event:

1. SPECIFY DUNGEON

Here you'll select from the list, the dungeon in which the event will be set. It will be easier to set the event if the dungeon is created in advance using [Dungeon Edit].

2. LOCATION IN WHICH THE EVENT TAKES PLACE

On the selected dungeon, specify the location where you want to set the event. [Start Point] will be set here, as well.

3. SETTING THE EVENT

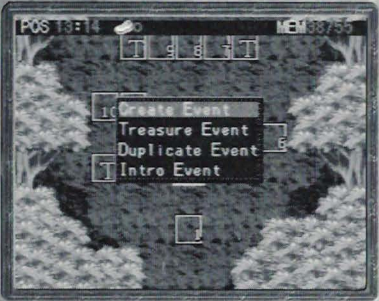
Here, specify the event contents. You can choose the event type from among four options: [Create Event], [Treasure Event], [Duplicate Event] and [Intro Event]. Use an appropriate type according to the event contents you wish to set.

4. TEST PLAY

Once the event is set, perform test plays as many times as you need in order to check the contents you've just set.

EVENT EDIT

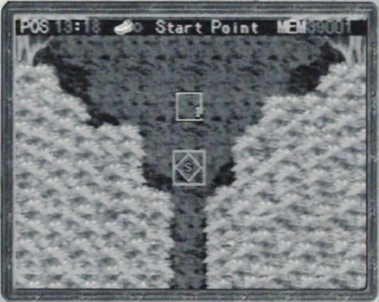
To set an event, select [Event] from [Scenario Data] in the main menu. A command menu will be displayed. Select [Edit] from this menu. For other commands, see pg. 17 Book 1.


POS 13:14
MEM 38755
T
9
8
7
T
Create Event
Treasure Event
Duplicate Event
Intro Event

Set events for each dungeon.

SELECTING THE DUNGEON

From the list being displayed, select the dungeon in which you wish to set an event. The dungeon is displayed, so now you can set an event in it. In this screen, move the cursor to the location where you'd like to set an event and press the ⊗ button. This displays the event menu shown in the screenshot to the left. Select a desired event type from this menu.


POS 13:18
Start Point
MEM 39001
S

SCREEN CONFIGURATION

Create Event - You can create a variety of events. The following pages explain the detailed procedure used to create an event.

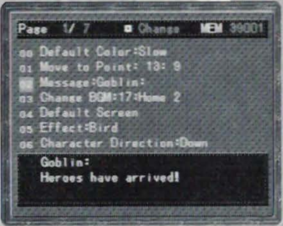
Treasure Event - Used to create an event involving a treasure box. See pg. 20 for the treasure event.

Duplicate Event - Creates an event where a copy of the character is created. See pg. 20 for the Duplicate Event.

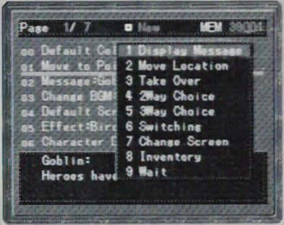
Intro Event - Creates an introductory event. See pgs. 21 and 26 for the intro event.

SET START POINT

Before you create scenarios, you had better set the [Start Point] first. Choose the dungeon where your RPG will start, and press the △ button to display the Command menu. Choose [Start Point] and set wherever you want to start the game. Whichever dungeon you set the [Start Point] in, your RPG will start from. If you don't set this [Start Point], your RPG will start from Dungeon number 1, and the main character will appear at the upper left corner of the dungeon map.



```
Page  1/ 7        □ Change    MEM 39001
00 Default Color:Slow
01 Move to Point: 13: 9
02 Message:Goblin:
03 Change BGM:17:Home 2
04 Default Screen
05 Effect:Bird
06 Character Direction:Down
   Goblin:
   Heroes have arrived!
```



```
Page  1/ 7        □ New       MEM 39001
00 Default Col 1 Display Message
01 Move to Poi 2 Move Location
02 Message:Gol 3 Take Over
03 Change BGM: 4 2Way Choice
04 Default Scr 5 3Way Choice
05 Effect:Bir  6 Switching
06 Character D 7 Change Screen
   Goblin:     8 Inventory
   Heroes have 9 Wait
```

ABOUT □ BUTTON

The □ button allows you to delete or re-edit the event contents being set in the event contents setting screen. When a cursor displays on the event number, press the ✕ button to edit the event contents. Pressing the □ button again will resume the creation of a new event.

You can edit the event content that has been set.

EVENT CONTENTS

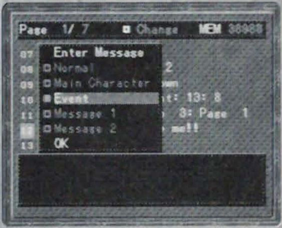
Event contents are instructions based on which an event unfolds. Event contents are set within the dungeon map. You'll set the happenings that take place during the target event.

Event contents are set as a combination of different components.

EVENT CONTENTS 1: DISPLAY MESSAGE

If you wish to display a message on the screen, set it from the menu displayed by selecting [Display Message]. Select [Enter Message] to enter the message text. Use the [Table of Message Types] shown below to decide how you want the message to be displayed.

[Display Message] is a feature you'll be using frequently.



```
Page  1/ 7        □ Change    MEM 38988
07    Enter Message
08 □ Normal                2
09 □ Main Character        own
10 ■ Event               t: 13: 8
11 □ Message 1             3: Page  1
12 □ Message 2             me!!
13    OK
```

TABLE OF MESSAGE TYPES

Normal - A window appears at the bottom of the screen, and in it a sentence is displayed.

Main Character - A balloon appears containing the words spoken by the character. A balloon can't display a long sentence.

Event - A balloon is displayed at the location in which the event is set.

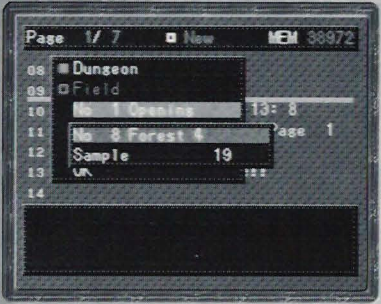
Message 1 - The sentence entered slowly scrolls up from the bottom of the screen.

Message 2 - The sentence entered is displayed in the center of the screen against a black background.

* See pg. 15 Book 1 for text-entry explanations.

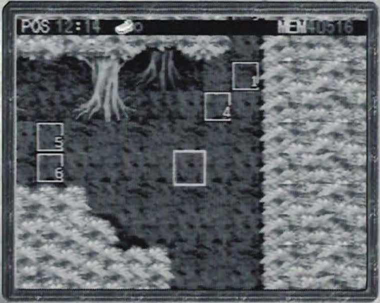
EVENT CONTENTS 2: MOVE LOCATION

Select [Dungeon] or [Field] from the displayed menu, then follow the procedure below. Note that the event contents of the lower order set by [Move Location] won't be executed. (Same with [Take Over].)



Set [Move Location] in the desired location.

The location will move when the condition is satisfied.



Moving from [Dungeon] to [Dungeon]

Select [Dungeon], then set the destination dungeon using [No]. Selecting [POS] displays the destination dungeon. Specify the destination position using the directional buttons. Use [Method] to select the screen effect used when the movement takes place. When the setting is completed, select [OK].

Moving from [Dungeon] to [Field]

Select [Field], choose the field names, and press the ⊗ button. Next, select the name of the destination field and press the ⊗ button again. You can now select the town set in the field. Follow the same steps as with [Dungeon].

EVENT CONTENTS 3: TAKE OVER

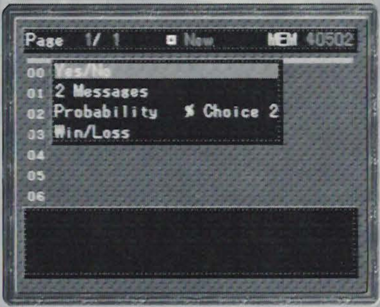
Set this function when you'd like to execute another event while the current event is in progress, such as B begins talking with the main character while he's still talking with A. You can only connect the events that are both set within the same dungeon. Selecting [Take Over] displays the menu used to specify the event you want to execute. To execute a different event, specify it by selecting [Event No.] and moving the cursor directly to the location of the event that will take over the current event. To execute a different Page (see pg. 19) of the same event, select [The Event] and specify the page number.

EVENT CONTENTS 4: 2 WAY CHOICE

[2 Way Choice] is a function that allows the player himself to set what will happen next by selecting either of the two choices presented to him. Use this function if you'd like to add certain changes to the subsequent events, according to choices made by the player.

Selecting the Choice Type

Selecting [2 Way Choice] from the event menu displays the menu used to select the Choice type. Set a desired Choice type by selecting it from the menu. The available Choice types are listed in the table below.
Select a Choice type that matches the scenario.



Choice Types:

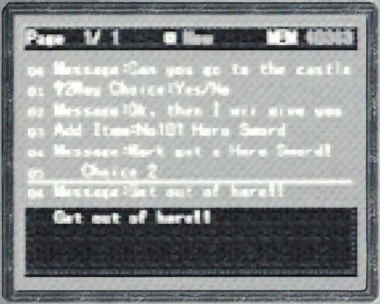
YES/NO - One of the two events is executed when the player selects YES or NO. Naturally, the content of the other event will not be executed unless the player comes back to the same Choice and selects that event. In many cases you'll set [Display Message] before the Choice.

2 Messages - You, as the game creator, can enter messages that explain the choices presented. As with the YES/NO Choice, you can let the player select either of two choices by himself. The content of the event not selected will not be executed unless the player comes back to the same Choice and selects that event.

Probability - You can create an event in which the player cannot select the destination himself but the program decides for him, according to a set probability. Set the probability for which the event in Choice 2 is executed. For example, setting the probability as 50% means the event in Choice 2 will be executed at the probability of around once every two times.

Win/Loss (Battle) - You can change the destination based on whether the character has won or lost the battle. In many cases you'll set [Fight Monster] before the Choice. In Choice 1, set the event that occurs if the character has won. In Choice 2, set one that occurs if the character has lost.

Setting the Choice Contents
Set event contents for each destination. Here we'll select YES/NO in [2 Way Choice] and explain the steps using the screenshot shown on the right.



As shown in the screenshot, you set the event contents that apply when YES is selected, between [2 Way Choice: Yes/No] and [Choice 2]. Then, following [Choice 2] you set the event contents that apply when NO is selected. Use the same procedure to set other Choices.

Set the Event Contents executed after the Choice.

What is Choice?
Choice is a function that allows the player to change the direction of the scenario himself at each Choice point he encounters during the game. Set conditional event contents at points where you want to let the player select his or her own destination. For example, set [YES = Choice 1] and [NO = Choice2] in [2 Way Choice]. If the player selects YES at the Choice point, the scenario moves to [Choice 1]. If they select NO, the scenario moves to [Choice 2].

EVENT CONTENTS 5: 3 WAY CHOICE

You can set up to three destinations at a 3 Way Choice. To set [3 Way Choice], select a Choice type and set the event content for each destination, just as you would in [2 Way Choice]. However, with a 3 Way Choice you can only use the [Message] and [Probability] types. For the types, see [Choice Types] on pg. 8.

EVENT CONTENTS 6: SWITCHING

Here you'll set the switch to be operated. Select [Switching] from the event menu and choose whether to set the switch to ON or OFF. Select either of the two and specify the number of the switch you want to operate. See the following paragraph for a detailed explanation of the switch.

What is Switch?
Switch is a trigger that sets off the event that follows. For example, let's assume that a conversation event with A is set in event number 1 (or any other number, for that matter). At the end of the event contents, set that [Switch 001] so that it will turn to ON. This provides proof, in the form of [Switch 001], that the main character has talked with A. Next, set the event contents that apply when the main character has yet to talk with A on page 1 of event number 2. On page 2, set the event contents that cause B to talk to the main character on the condition that the main character has already talked with A. In other words, page 2 is executed on the condition that [Switch 001] is ON. With this setting, if the main character talks to B after having talked with A, B will talk to the main character.

EVENT CONTENTS 7: CHANGE SCREEN

Here you can set various screen effects, such as shifting the position of the screen. Selecting an item you'd like to change allows you to perform a detailed setting for that item. For example, you can specify the shift direction in [Shift Screen] or a new color in [Change Color]. To return these effects to their original settings, set [Restore].

Ha ha ha. It is too late!
You can't get out of here!!

Use various screen effects to create a screen with a depth.

Shift Screen - Enables you to shift the screen Up, Down, Left and right up to 65 spaces. For example, set a big monster off-screen and when the player arrives the dungeon, show them where the monster is by using the [Shift Screen] command. This will give them some idea of where they should go.

Default Screen - You have to use this command to revert the screen back to its default after using the [Shift Screen] command, otherwise, the screen will never shift back.

Flash Screen - Enable an on-screen flashing. For example, when lightning strikes, or when a player is hit. If you want to use this command continuously, it is better to use the [Wait] command between each of the [Flash Screen] commands.

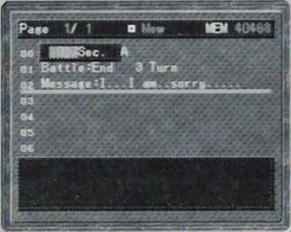
Swing Screen - Enable an on-screen-swinging motion. For example, when there is an earthquake or when the player takes damages. It is recommended to use the [Sound Effect] command before or after this command.

Change Color - Enable a change to the color of the entire screen. For example, changing the screen color to RED when fire is present, or changing it to monochrome for a retrospective sequence.

Default Color - This command must be used to revert the screen back to its default color after using the [Change Color] command, otherwise the screen color will not reset to its default.

EVENT CONTENTS 8: INVENTORY

You can change the Inventory of the character. Select [Add Item] to add new items or [Remove Item] to remove existing items. To change the gold value, select [Gold]. A menu will be displayed according to each setting item chosen. Specify the item to be added/removed, or enter the value to be increased/decreased.



```
00 Sec. A
01 Battle:End 3 Turn
02 Message:I...I am..sorry.....
03
04
05
06
```

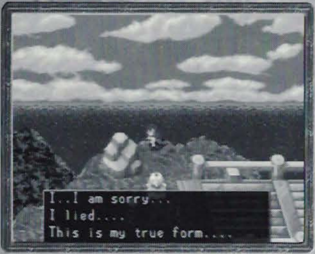
EVENT CONTENTS 9: WAIT

You can delay by the specified duration of time for the execution of event content set next to [Wait]. While [Wait] is in effect, the controller buttons are disabled. You can use this function to express silence or insert a pause between events. Select [Wait] and set the desired number of seconds.

The [Wait] time can be set in increments of 0.1 seconds.

EVENT CONTENTS 10: EVENT STATUS

You can change the orientation, position and display status of the graphics set for the event. [Unable to Execute] is used to temporarily stop the execution of the event. Note that this setting won't work once your party has moved to a different dungeon map; the event will be reset. You can change the graphics temporarily.



I..I am sorry...
I lied....
This is my true form....

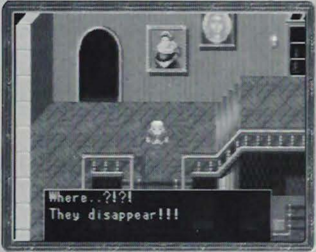
Event Direction - Enables the player to change where the graphics (Character, Item, etc.) face.
Move Event - Enables the player to move the graphics (Character or Item).
Move to Point - Enables the player to move the graphic to a specified point. For example, you can make a character that will run back to his house once the player has talked to him.
Flashing Event - Enables a flashing graphic. For example you can make a ghost character.
Turn Right - Turn the graphic to right.
Turn Left - Turn the graphic to left.
Change Event Graphic - Temporary enables you to change the graphic to another. For example, when a Boss character transforms into a monster.
Unable to Execute - Once this command is executed, all events after this command will not be executed

EVENT CONTENTS 11: PARTY DISPLAY

You can change the entire party's display status. You can also change the graphics of the main characters. To return the display to the original setting, load [Restore Party Display] as event content.

The event will be executed, even though the graphics have been deleted.

Disappear - Make the party disappear. Even though the party vanishes, they still exist and can be moved, and can also execute events.
Ghost - Turn the party into Ghosts. For example, you create an event such as using an item that will turn party members into ghosts, allowing them to sneak into an enemy's castle.
Default - You have to use this command to make the party default after using [Party Display] commands otherwise the party will not revert back to normal.
Flashing - Enable to make the party flashing.
Main Character - Enables you to change the main character's graphic. For example, their graphic could change after they acquire a new skill.

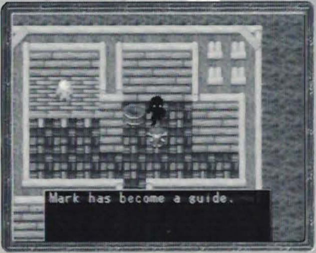


Where..?!?!
They disappear!!!

EVENT CONTENTS 12: PARTY MEMBERS

The makeup of the party can be changed. You can add a new member or remove an existing one. You can also change all the members. With [Main Character] you can change who will appear first as the main character.

You can also change the main character who appears first.


Mark has become a guide.

Add - Add a new character, which you can create in [Character Edit]. The new character will be added to the end of the party.

Remove - Remove a character

Change Whole Party - Change all party members.

Move to Front- Enables you to change the main character who appears first in the party. For example, you can create an event such as; the party got lost on their way to the enemy's castle and one of them says "Hey, I know where the castle is! Follow me!" and use this command to let that character take over the party lead.

EVENT CONTENTS 13: MOVE PARTY

You can forcibly change the orientation and position of the main characters. You can use [Gather Party Members] to gather the entire group at the first character's location. Note that in [Move Party to Point] you can only set a destination that is within the same dungeon.

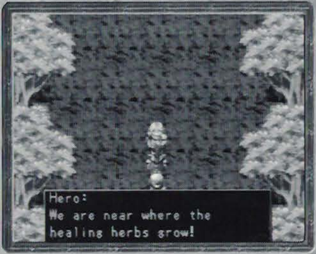
Use this function to make the main character turn around, etc.

Character Direction - Enables you to forcibly change the direction in which the lead party member is facing. For example, when the character who is in the lead finds something, then he turns back and says to the other members, "I found a special sword!"

Move Party - Enables you to move the party [UP], [Down], [Left] and [Right], up to 99 spaces in the dungeon.

Move Party to Point - Enables you to forcibly move the party to a specific location in the dungeon.

Gather Party Members - Enables you to gather the entire party at the lead character's location.


Hero:
We are near where the healing herbs grow!

EVENT CONTENTS 14: PARTY STATUS

You can change the status of the entire party. When Poisoned, the characters lose one HP point for each step forward that they take on the dungeon map. During battle they sustain damage of four HP points for each turn. When Paralyzed the characters lose all their powers except for the ability to walk and use magic. When Petrified the characters become unable to fight, although their HP and MP remain unchanged. The characters are released from petrifaction using the specified [Restore Status] event or magic.

Table of Status Changes

Poison - Poisons all main characters in the party. The characters take 1 point of damage per each space of movement.
Paralyze - Changes the status of the entire party to Paralyzed. The characters cannot move and cannot use magic.
Petrify - Petrifies all main characters in the party. The characters cannot do battle.
Restore Status - Restores any abnormal status of the entire party to normal.
HP - Increases (or decreases) the Party members' HP by the set number of points.
MP - Increases (or decreases) the Party members' MP by the set number of points.
Increase EXP - Increases the main character's EXP by the set number of points. Keep in mind the characters' level will not increase, even if they acquire enough EXP for the next level, until they fight and win another battle.

EVENT CONTENTS 15: CHARACTER STATUS

You can set an event where the main character's parameters are changed. With each event, first select the main character whose status you'd like to change, then perform the appropriate settings. With the commands from [Change STR] to [Change M DEF], you can set the value of the main character's strength, defense, stamina, intelligence, agility, luck and magic defense. To set [Change M DEF], the corresponding item must be set to ON in [Gameplay Edit]

Learn Magic - An order allowing letting a specified Character memorize magic. For example, create a Special magic that cannot be learned from Leveling Up. Player will have to train the character, then they can learn the special magic.
Change Skill - Enables you to forcibly change specified character's skill.
Remove Equip - Enables you to forcibly remove a specified character's equipment
Change STR - Enables you to change the Strength of a specified character
Change DEF - Enables you to change the Defense of a specified character
Change STA - Enables you to change the Stamina of a specified character
Change INT - Enables you to change the Intelligence of a specified character
Change AGI - Enables you to change the Agility of a specified character
Change Luck - Enables you to change the Luck of a specified character
Change M DEF - Enables you to change the Magic defense of a specified character

EVENT CONTENTS 16: BGM

You can change the BGM set for the event. You may also adjust the volume, tempo and Music Effect data of the BGM selected here. Process the BGM to fit the event. In the case of Music Effect, use [Default] to reset all Music Effects.

Change BGM - Enables you to change the BGM
BGM Volume - Enables you to change the volume of the BGM
BGM Tempo - Enables you to change the tempo of the BGM.
BGM Reverb - Enable you to change the reverberation of music. You can select depth of reverberation among six phases.

EVENT OPTION 17 SOUND EFFECT

You can add a sound effect by selecting one of 78 sounds. [Pitch] allows you 12 stages of variation in the pitch of the sound. Note that [Pitch] has no effect if the sound effects are set to [None].

Sound - Enables you to add a sound effect. For example, use this command when going up and down stairs, or opening a door.
Pitch - Enables you to change the pitch of the sound effect.

EVENT CONTENTS 18: SHOP

Four types of shops, listed in the following chart, are available for creation. If you want to make an event in which the character talks with a clerk over the counter, what you'll need to do is set only a graphic of the clerk at his/her standing position, and create the event above the counter in which the character talks with the clerk that you've made in [No Graphic].

Shop List

Inn - In [Inn] set a charge in the monetary amount between [0] and [9999]. With one overnight stay at an inn everyone in the main characters' party will completely regain HP and MP. While playing the game, talking to the clerk displays a confirmation message. Select YES to stay there.

Item (Item Shop) - Create an item shop by selecting [Item] in the event setting. Up to 8 types of items you've created in Item Edit can be sold here. The shop also buys any item that the main character no longer needs. The buy price is half the price set for the item.

Skill (Skills Selection Shop) - You can switch the skills of a character who meets the selection criteria set at [Skill]. Set the types of skills available to switch here. While playing the game, selecting a main character and the type of skill to switch will complete the switch.

Trade (Trade Shop) - Trade the items of the main characters for goods in [Trade]. For instance, a main character's item worth 100G can be traded for one 50G item or five 10G items. That is, the character must have something at least twice the value as the item he or she wants to obtain by trading. Note that no trade can occur between the same items.

EVENT CONTENTS 19: BATTLE

You can battle monsters created in Monster Edit. Let's create a highlight scene in the story here, such as a battle against the Monster King. Note that this battle always takes place at the position set for the event, unlike battles against monsters designed in [Monster Appearance].

Select Monster - Enables you to select up to 6 monsters.
BGM - Enables you to select a BGM that will play during battle (35 total).
Battle Till End - Enables you to set the number of turns in the battle. If you want to keep the battle till player or monster die, just leave "Battle Till End" setting.
End ??? Turn - If you want to end a battle in a specified number of turns, enter the number here.

EVENT CONTENTS 20: GAME SYSTEM

You can change the system of the game. Six game systems are changeable from [Magic] to [Monsters]. For instance, if you set [Monster] to OFF, no monster will emerge after the dungeon until an event that sets [Monster] ON is executed.

Magic - If this command is set to OFF, magic cannot be used until the command is set to ON.
Level - If this command is set to OFF, EXP cannot be gained until the command is set to ON
EQUIP - If this command is set to OFF, specified equipment cannot be equipped until the command is set to ON.
Skill - If this command is set to OFF, characters cannot acquire any skills until the command is set to ON.
Gold - If this command is set to OFF, characters cannot acquire any gold until the command is set to ON.
Monster - If this command is set to OFF, no Monsters will emerge until the command is set to ON.

EVENT CONTENTS 21: EFFECT

You can choose a graphic to enrich the scene while playing the game (see the following chart). Select a graphic and decide on a position in which to display it. You can choose just one of 78 sound effects. Once the setting is performed, a preview lets you check the result.

Explosion - Select from the 12 types of graphics provided.
Main Character - Set a position to display the graphics on the screen.
Sound Effect - Set a sound effect to add while the graphics are displayed.
Preview - This lets you check the effect you've set using the actual screen.

EVENT CONTENTS 22: DISPLAY TITLE

This displays the title entered in [Game Info] of System data while playing the game. You can display the title at any time, anywhere within the dungeon. That is, it's up to the producer to display it in the beginning or in the middle of the story.

You can decide the timing for display of the title.

EVENT CONTENTS 23: ENDING

When [Ending] is executed, upon completion of the story, the screen becomes dark and the credits roll. Since it works with [Snapshot], you can devise your own production in order to enhance the game you've created.

Ending - Choose the BGM that will play at the end of the game here. If [Ending] is set alone, the background for the credits will display as black.

Snapshot - By setting this in one or more scenes during the adventure, they can become parts of the background during the ending. This production effect, of creating a background like an album, will surely enhance the ending. Maximum 20 snap shots will be used at the Ending.

EVENT CONTENTS 24: PROHIBIT ESCAPE

When [Prohibit Escape] is executed, the main character can no longer use the [Escape Dungeon] magic. However, once he or she leaves the dungeon, the effect of this event option vanishes, allowing the use of magic to escape dungeons.

EVENT CONTENTS 25: SAVE POINT

You can save the game data while playing. To do this, choose [Save Point] from the event menu. It's also a good idea to set [Display Message], [2 Way Choice] and so on prior to the event.

EVENT CONTENTS 26: NEXT SCENARIO

Use it to read an alias scenario data. If you choose [Next Scenario] from the event menu, the menu used to enter a name for the next scenario will be displayed. Press the ⊗ button. See pg. 15 Book 1 for text-entry explanations.

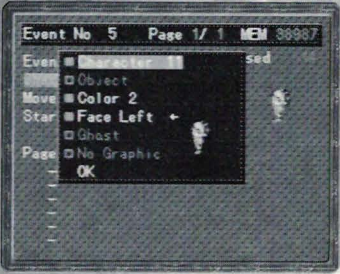
Enter the name of the scenario data accurately.

What is the next scenario?

The next scenario is the scenario data to be loaded next. When this event is executed, the scenario data is searched and loaded. It can be used only if the scenario data is divided into several sections. See pg. 22 for details.

EVENT CONTENTS 27: EXIT EVENT

This allows you to exit the currently executed event. In the same manner as Stop during the test play, it can be used when you'd like to play only a part of the event option that has been set. Just choose [Exit Event] from the event menu to set this one.



GRAPHIC (DEFAULT SETTING IS [NO GRAPHIC])

This allows you to set a graphic for the event. Choose [Character] for a human figure, or [Object] to display things such as treasure boxes and stairs. It also allows you to change settings such as colors, direction the graphic is facing and invisibility (Ghost). If no graphics are required for an event, you can choose [No graphic].

Six setting types are available.

MOVE TYPE

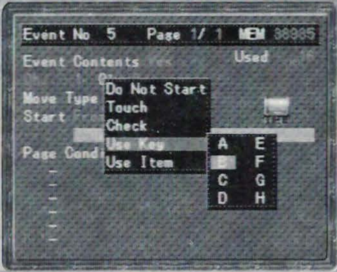
This is used to set a move pattern for the graphic in the event. Choosing [Move Type] displays a list menu of move patterns. Select a pattern from among them. You can set any pattern for a human or object.

Don't Move - Event graphic will not move. For example, when you want to set a character integral to the story, the character shouldn't move but should stay in a specific place.
Random - Event graphic will randomly move around. This can be set when you create characters that exist in a town.
Right-Left Arrows - Event graphic will move right and left.
Up-Down Arrows - Event graphic will move up and down.
Close Up - Event graphic will try to get close to the main character.
Away - Event graphic will try to move away from the main character.
Step Only - Event graphic will stay where they are and step in place.
Flashing - Event graphic will stay where they are and flash.

START (STARTING METHOD)

You can specify the directions and situations used to start the event. Select one direction from [Top], [Below], [Right], [Left], and [All]. Situations can be chosen from [Touch], [Use Item] and so on. [Do Not Start] is used only after [Choice] or [Switch].

An event to open a door with a key can be an example of such a use.



The condition of execute event

From All - Event will be executed when the Character does one of the following: [Touch], [Check], [Use Key], [Use Item] to the event graphic from any directions.

From Top - Event will be executed when the Character does one of the following: [Touch], [Check], [Use Key], [Use Item] to the event graphic from the top.

From Below - Event will be executed when the Character does one of the following: [Touch], [Check], [Use Key], [Use Item] to the event graphic from below.

From Left - Event will be executed when the Character does on of the following: [Touch], [Check], [Use Key], [Use Item] to the event graphic from the left side.

From Right - Event will be executed when the Character does one of the following: [Touch], [Check], [Use Key], [Use Item] to the event graphic from the right side.

Methods used to execute an event

Do Not Start - The event will not execute even character [Touch], [Check], [Use Key], [Use Item] to the event graphic from any directions.

[Touch] - The character just needs to touch the event graphic to execute the event.

[Check] - The character needs to check the event graphic (by pressing the ⊗ button) to execute the event.

[Use Key] - The character needs to use a KEY (created in [Item Edit]) on the event graphic to execute the event.

[Use Item] - The character needs to use an Item (created in [Item Edit]) on the event graphic to execute the event.

PAGE CONDITION

You can use this to display different messages on the first occurrence, the second occurrence and so on. Set conditions by pressing the △ button to create a new page. A page can be moved using the left and right directional buttons. Note that you can set the conditions from the second page.

Switch - You can decide whether the specified [Switch] is ON or OFF, in order to execute the event. Select ON or OFF and enter the switch number.

Characters - Decide whether or not a specific character needs to be in the party in order to execute the event. Select YES or NO, then select the character.

Item - Decide whether or not a specific item is required to be in the party's possession in order to execute the event. Select YES or NO, then choose the item.

Gold - Decide whether or not the gold in your character's possession is equal to, above, or below the monetary amount needed to execute the event. Select [More] or [Less] and enter the amount.

Party - Decide whether or not the number of people in the party is equal to, above, or below the required number needed in order to execute the event. Select [Specified] or [Other] and enter the number.

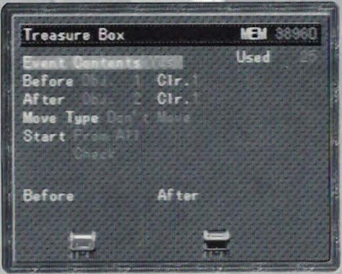
System - Decide whether the specified game system is ON or OFF in order to execute the event. Choose either [On] or [Off] and choose the game system.

What is a page?

A page itself is somewhat like a condition. You can set conditions page by page, and events in each page are executed when the appropriate conditions are met. Which Page event will execute first is determined from the larger page number. However, if, for example, there are 4 pages in one event and conditions for Page 4 aren't satisfied and neither Page 2 nor Page 3 have anything set in them, Page 1 will then be executed.

CREATE TREASURE BOX EVENT [TREASURE BOX]

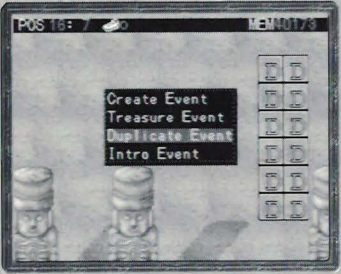
The event allows different graphics to display depending on whether it's before or after starting it. You cannot set [Page Condition] in this event. That is, unlike [Create Event] it doesn't allow you to display a different message each time.



Treasure Box MEM 38960
Used 25
Event Contents [illegible]
Before Obj. 1 Clr.1
After Obj. 2 Clr.1
Move Type Don't Move
Start From All
Check

Set an event for the time when this event is executed at [Event Contents], then specify each graphic for [Before] and [After]. A graphic you have chosen will be displayed as a preview at the bottom of the screen. The remainder of the setting procedure is similar to [Create Event].

This is not only for the opening [Treasure Box] but for other events, as well.



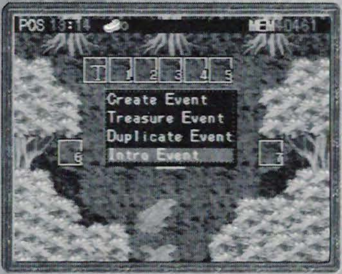
CREATE DUPLICATE EVENT [DUPLICATE EVENT]

This allows you to display one or more duplication of a preset event in a specified position. It isn't just a simple copy of the event. If any one of the imitated events via Duplicate Event is executed, the execution spreads through the rest of the copies.

Editing the original event also changes the duplicated events.

INTRO EVENT

When the main character moves from one dungeon to another, you can set an event that will be executed unconditionally upon his or her arrival. Since choosing [Intro Event] brings up the screen used to set an event, set any [Event Contents] you'd like. You can use [Page Conditions] and set the appropriate conditions needed to execute the event automatically from the second time onward. Refer to the following column for more about [Intro Event].



[Intro Event] affects the entire dungeon, so the setting won't be displayed on-screen.

What is Intro Event?

[Intro Event] is an event that is executed when the main character arrives from another dungeon. In many cases you may set [BGM] and [Change Screen]. [Start (Starting Method)] needs to be set in other events, but not in this one, as it's always executed at the beginning. Some event options, such as [Display Message], are not available for this event. The method used to create an event using [Intro Event] is explained on pg. 26.

SET GAME INFO

This setting is intended to manage the scenario data. You can name each of the 15 scenarios, from A to O, using [Scenario Name]. In addition, setting a password can prevent the data from being loaded by a third party.

SCENARIO NAME

Name each scenario. You can also change a previously created scenario name.

SCENARIO PASSWORD

Set a password to manage the scenario data. Once set, the password has to be entered in order to load the scenario data.

DELETE DATA

All data pertaining to the scenario is deleted. This saves you the trouble of having to select and delete data piece by piece. Selecting YES from the confirmation window performs the deletion.

[Scenario Name] Relation

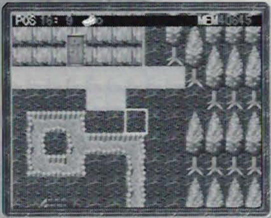
Create a [Scenario Name] identical to the scenario name used in game system info. If different scenario names are used, the system data cannot be loaded and the game will not start. Up to 15 separate scenarios can be saved on a Memory Card. Setting the event content [Next Scenario] in a dungeon allows you to connect scenarios, but the previous scenario data disappears once the next scenario is reached. Accordingly, some events, such as Move Location, must be set again. (However, the main character's system data and level will be preserved.) Set the Start Point (initial position) of the main characters' party in the next scenario. Note that only one system data is allowed per game, but that you can set an unlimited number of scenario data.

EXAMPLES OF EVENT CREATION

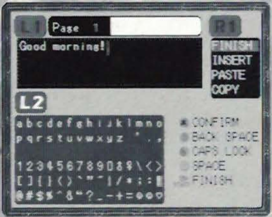
This section helps beginners learn the steps needed to create simple events. More experienced users can learn how to create events that are automatically executed.

CREATING A TOWN RESIDENT

If you're a beginner, you may want to learn how to create a "town resident." From [Event] in [Scenario Data], first select a town you've already created. Next, move the square cursor on the dungeon map to specify the location where you want to place a town resident. Press the ⊗ button to confirm the location. A menu will be displayed upon confirmation. Selecting [Create Event] displays an editor. Select [No Graphic], choose [Character] and select the graphics for town resident, and select [OK]. Next, move the cursor to [Event Contents] and press the ⊗ button. When the setting screen for event content is displayed, press the ⊗ button again to display a list of event contents. Select [Display Message] from the list, then enter text using [Enter Message]. Here, let's enter "Good Morning". Go back to the dungeon map and press the △ button to set the Start Point (initial position) of the main character near the town resident. Now, run a test play. If the message "Good Morning" is displayed when the main character touches the event (town resident), the setting is complete. Note that when you finish the test play, make sure to change back the **Start Point** to where your RPG will start from.



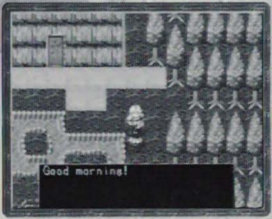
Move the square cursor to specify the location.



Good morning!

Enter the message you'd like to display.

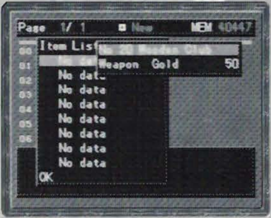
Try experimenting with the function once you've mastered the procedure.



Good morning!

CREATING A SHOP - ITEM SHOP

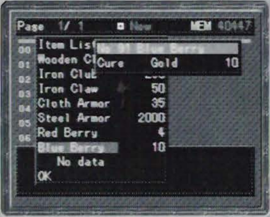
This section explains how to create a shop (item shop). Select [Shop] from the list of event contents, then select [Item Shop]. When the [Item List] screen is displayed, move the cursor to a number denoting [No Data] and press the ⊗ button. The [No Item selected] screen will be displayed. In this screen, use the up/down and left/right directional buttons to display the item names you've already created, then choose a desired item. The setting is successful if the selected item name is displayed on the list. Repeat the steps to select a maximum of eight items sold at the shop. Finally, select [Confirm] to exit the screen.



```
Page 1/ 1        New        MEM 40447
00 Item List  No 20 Wooden Club
01            Weapon  Gold       50
02    No data
03    No data
04    No data
05    No data
06    No data
      No data
      No data
   OK
```

Select the items you'd like to display at the store.

Set different items for each store.



```
Page 1/ 1        New        MEM 40447
00 Item List  No 91 Blue Berry
01 Wooden Cl  Cure    Gold       10
02 Iron Club
03 Iron Claw         50
04 Cloth Armor       35
05 Steel Armor     2000
06 Red Berry          4
   Blue Berry        10
      No data
   OK
```

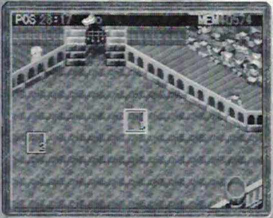
HOW TO DISPLAY A BOAT OR BLIMP

Let's assume you've created a boat or blimp in [Item], as well as an event in which the main character obtains that item. You may wonder what the player can do with a boat or blimp, even though the main character has obtained it during the game. Actually, the boat and blimp are not used according to the wishes of the player. When the main character owns a boat, its graphic is displayed only while the character is traveling on the sea, if there happens to be one between two adjoining towns on the field dungeon map. Owning a blimp allows the main character to travel by air using the blimp (that graphic is displayed in a similar manner) when going to a remote town not connected by a direct route. The graphics for the boat and blimp can't be changed.

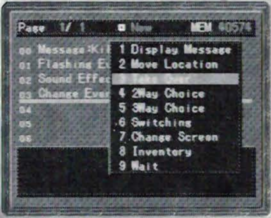
CREATING AN AUTOMATIC EXECUTION EVENT USING [TAKE OVER]

First prepare event A, which starts when the main character talks to someone. Next, inside the same dungeon map prepare event B (conversation with B), which starts when he finishes talking with A. If no additional setting is done, B won't be executed unless the main character talks directly to B. Here you'll set [Take Over] at the end of the event contents of A. When the [Take Over] screen is displayed, move the cursor to [Event No.] and press the ⊗ button. A dungeon map will be displayed. On the dungeon map, move the cursor to event B and press the ⊗ button again. An event-editor screen for B will be displayed. Press the ⊗ button to confirm. (If there are more than two pages, use the left/right directional buttons to select the event page that will take over the current event.) A and B are now linked. You can run a test play to confirm that B is executed as soon as A is completed. With that you'll have created the event that automatically executes event B.

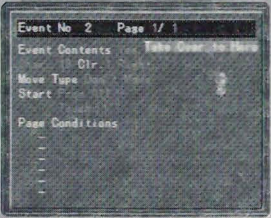
Prepare two types of events, [A] and [B].


POS 28:17
MEM

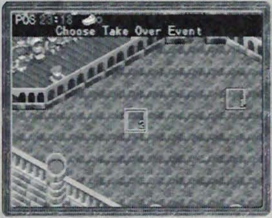
Set [Take Over] in the event contents of [A].


Page 1/ 1
New
MEM
00 Message:Ki
01 Flashing E
02 Sound Effec
03 Change Eve
04
05
06
1 Display Message
2 Move Location
4 2Way Choice
5 3Way Choice
6 Switching
7 Change Screen
8 Inventory
9 Wait

Move the cursor to [B] and press the ⊗ button.


Event No 2 Page 1/ 1
Event Contents
Take Over to Here
Clr.
Move Type
Start
Page Conditions

Selecting the page that takes over the current event completes the setting process.


POS 23:18
Choose Take Over Event

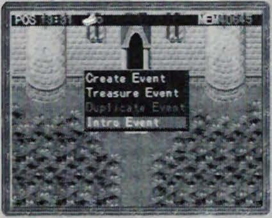
SMART WAYS TO USE [INTRO EVENT]

Pressing the ⊗ button on the dungeon map to place an event displays a screen in which you can choose the item called [Intro Event]. This section explains events you can create using [Intro Event].

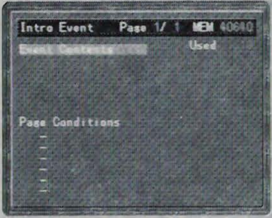
In [Intro Event], you can create an event that first occurs when the main character enters the dungeon map. This event will be executed automatically upon the main character's entrance into the dungeon map. For example, you can turn the whole town to red, as if it were engulfed in flames. Using this function, you can also set a separate event within the same dungeon map to take over the entry event so that a town resident will come to the main character and talk to him the moment he arrives in the town. Try creating this event yourself.

You can also set a condition in [Intro Event]. For example, you can set the event so that it will be executed when the main character arrives in the town for the second time. Or, you could set a crown item as the condition so that the intro event will occur only when the main character arrives in town carrying a crown he has obtained somewhere. In short, you can control the point at which the intro event occurs. Note that only one intro event can be set for each dungeon map.

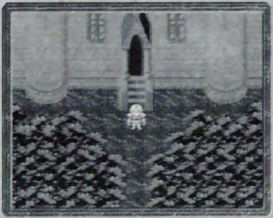
Select [Intro Event].



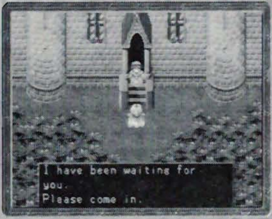
You can set the content and condition of the event.



The event begins the moment the main character arrives in town.



You can also create an automatic execution event and set it to take place upon the moment of arrival.



I have been waiting for you.
Please come in.

ANIME MAKER

RPG Maker comes with a built-in graphics creation tool called Anime Maker. The graphics created in Anime Maker can be used in RPG Maker. You can also use a dedicated mouse for the PlayStation (sold separately) to create graphics. (The explanation in this section assumes that you'll be using a mouse.)

OPERATING THE MOUSE

Left button - This is the confirmation button. Click it to execute the item specified by the cursor.

Right button - This is the help button. Clicking it displays an assistant who will explain the various on-screen items.

OPERATING THE CONTROLLER

⊗ button - This is the confirmation button. Click it to execute the item specified by the cursor.

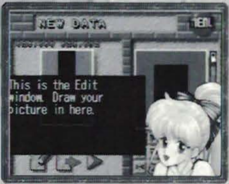
○ button - This is the help button. Clicking it displays an assistant, who will explain the various on-screen items.

L1 button - In Animation Editor, this button rotates the film downward.

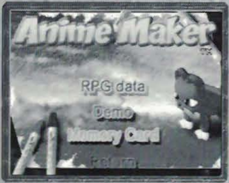
L2 button - In Animation Editor, This button rotates the film upward.

Important

This manual does not contain detailed explanation of each individual command. If you have a question, press the HELP button that displays the assistant. You can ask her for help.



his is the Edit
indow. Draw your
icture in here.



RPG Data - Create graphics (for main characters and monsters) to be used in RPG Maker.

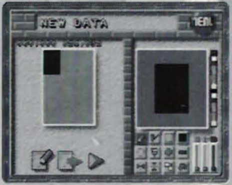
Demo - Create an animation or story. Caution is necessary, since the data created with this function cannot be used in RPG Maker.

Memory Card - Check the contents of a Memory Card. You can also copy or delete data.

Return - Exit Anime Maker and return to the main screen.

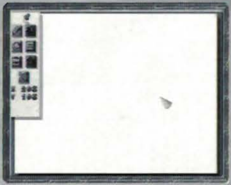
RPG DATA (CREATE RPG DATA)

Create graphic data that can be used in RPG Maker. Three types of graphics can be created: character, title and monster.



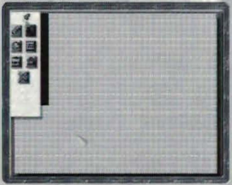
CHARACTER

See pg. 30 - Draw main characters, subcharacters and town residents.



TITLE

See pg. 33 - Draw a background that will be displayed on the title screen.

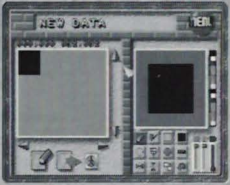


MONSTER

See pg. 34 - Create original monsters.

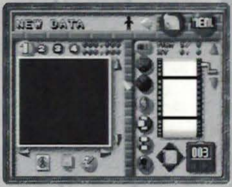
DEMO (CREATE DEMO STORY)

You can create an animation or story using the characters you've drawn. Remember that RPG Maker doesn't support this demo mode.



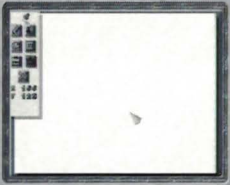
CHARACTER

See pg. 35 - Create characters you can use in your animation or story.



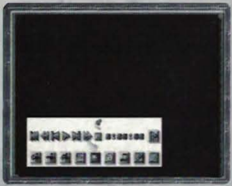
ANIMATION

See pg. 35 - Set the details of character animation.



BACKGROUND

See pg. 39 - Here you can create the background of the story you'll be creating.

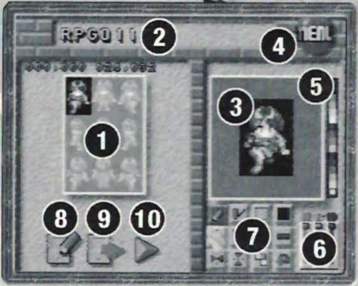


STORY

See pg. 39 - Here, you can create a story featuring the characters you've drawn.

RPG DATA

You can create graphic data to be set in Character Edit and Event Edit. Use this function to create original main characters. The following explains the screens and creation procedure:



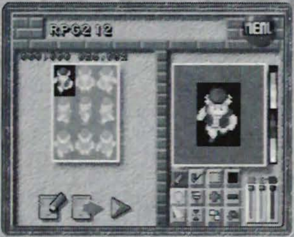
1. **Bank Window**
2. **Name of Current Data**
3. **Edit Window**
4. **Button to Return to the Main Menu**
5. **Palette**
6. **Color-Change Bars**
7. **Various Buttons**
8. **Save Button**
9. **Load Button**
10. **Test Play Button**

The Top Color of the Palette is Transparent

You can change the hue of each of the 16 colors displayed on the palette (#5 in the screenshot above). You must remember that the top section of the palette, which is initially shown in black, contains a transparent color. A transparent color is literally see-through. For example, when a character drawn in [Character] is placed on the background, the sections drawn with the transparent color show the background. This color is used for special effect, so try not to change the top color on the palette. Initially, the entire area of the edit window is filled with the transparent color.

HOW TO DRAW

Draw in the edit window. As you draw, the same image appears in the bank window. When the drawing in the edit window is complete, move the square box on the bank window to a blank area. Select the area and start drawing again. Repeat these steps to draw nine movement patterns (turning to the side, etc.) for each character. (See the screenshot.)

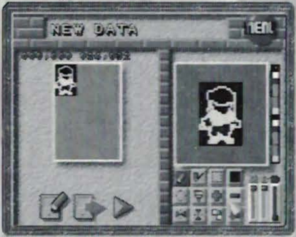


Important

Create the front view, side view, back view and walking pattern. Be careful, since the areas you can use to draw these images are specified.

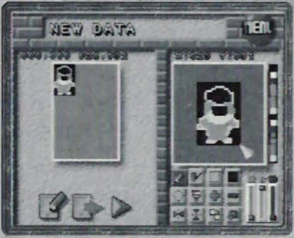
1. Using the Free Hand Buttons

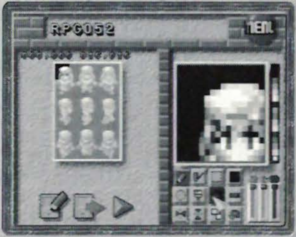
Twelve buttons are located at the bottom of the edit window. Use these buttons to draw more efficiently. The first button you'll use is the Free Hand button. Click on this button to draw **free hand** in the edit window.



Select colors from the palette as you draw in **free hand** fashion.

When you change the color, the current color is overwritten by the new color.



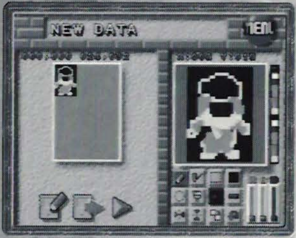


2. Enlarging the Display

As the drawing approaches the final stage, you may want to correct the details. The enlarge button represented by a crosshair cursor is useful when adding the finishing touches. Clicking this button slightly enlarges the image drawn in the edit window. You can only enlarge to one specific size.

A Smart Way to Use the Enlarge Button.

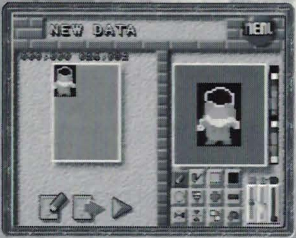
If you want to display the entire design of the character in the Edit window, you can only enlarge to one specific size. If you want to draw in more details, try to make size of white square small on the Bank Window then you can enlarge the design to 6 specific sizes.



3. Correcting with the Transparent Color

If you make a mistake, you can easily correct it using the transparent color. The transparent color is set in the top section of the palette.

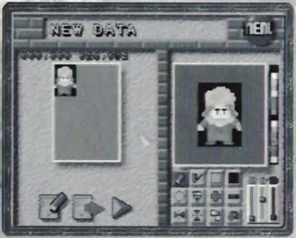
Use the transparent color to correct (fill) the area you'd like to erase.

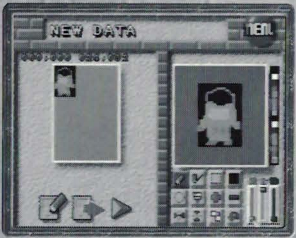


4. Changing the Colors on the Palettes

As you draw, you may find that the palette doesn't offer the color you need. If this is the case, you can change the colors on the palette. To do this, first select a color on the palette, then adjust the Color-Change bars located at the bottom of the palette. Moving these bars changes the selected color on the palette accordingly. When a desired color is created, use that color to fill the target area.

You can select and change a color on the palette as you see fit.





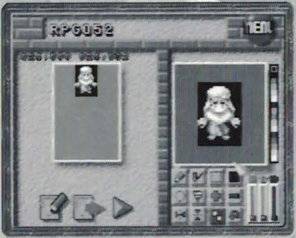
Do Not Change the Colors Already Used

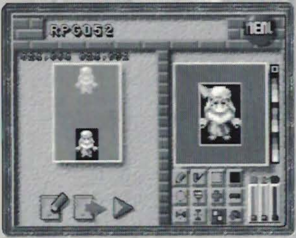
You must remember one thing when changing colors on the palette: You must not change the colors you've already used in the Edit window. If you change them, the sections drawn with these colors will all change. You should change the colors first, or remember the colors on the palette you haven't already used.

Changing the colors without minding this point can have grave consequences.

5. Copying

Drawing a back or walking pattern of the character is a cumbersome task if you are doing it from scratch. We recommend that you copy the sections you can use from the designs you've already created.





How to use the Copy Button

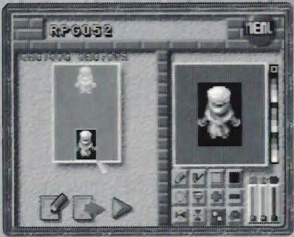
1. Press the Copy Button

2. Select the image you would like to copy. Press the Left mouse button (⊗ button) to decide a starting point on the Edit window. Move the mouse (Directional button) and select the designs you want to copy. Press the (⊗ button) again to decide the end point.

3. Move the cursor to the Bank window and select the area where you want to paste, then press the Left mouse button (⊗ button) to confirm.

4. Move the cursor to the Edit window and match a frame with the Edit window well, then press the Left mouse button (⊗ button).

5. Now you can edit the copied picture.



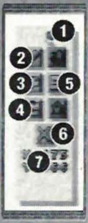
TEST PLAY

When the drawing is complete, check to see if the character you've created will move correctly. To check it, use the triangular Test Play button located at the bottom of the bank window. Clicking the button displays the test-play screen. Use the controller to move the character.
Testing helps you find any unnatural areas on the image.

SAVE

The icon of a **Memory Card and Pencil** shown at the bottom of the bank window is the [Save Button]. Clicking this button displays the text-entry screen. In this screen, assign a name to the character you'd like to save. When the name is assigned, click [OK] and select the number corresponding to the Memory Card on which you'd like to save the data. The character will be saved to the Memory Card.

DRAW TITLE BACKGROUND



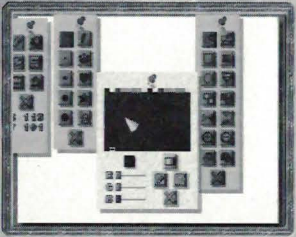
The graphics created in [Title] can be used in [Screen] provided in [Title Edit] of RPG Maker. The following explains the [Title] edit screen and gives a brief description of how to draw a title background. Note that you'll need to use [Import] in order to load the data saved here. (See pg. 63 Book 1.)

1. **Thumbtack** - You can to move a window within the screen.
2. **Pen Window** - Choose line thickness, use Spray, etc.
3. **Palette Window** - Select a desired color from the palette.
4. **Tool Window** - Use Straight Line, Fill, Reverse, etc.
5. **System Window** - Save, Load and end the edit.
6. **Window Clear** - Clears the window currently displayed on-screen.
7. **Cursor Position** - Indicates the current cursor position numerically.

How to Draw

You can draw with a thin, black line by dragging the mouse. To make the line thicker, open the [Pen Window] and change the thickness. To change the color, select a desired color from the [Palette Window]. We recommend that you draw the details by enlarging the image using the [Enlarge Button] in the [Tool Window]. Don't forget to save the image when the drawing is complete.

You can draw with multiple windows open at the same time.

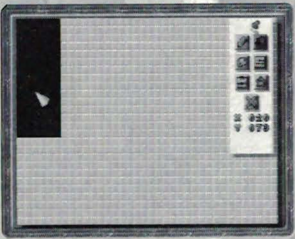


GRADATED PALETTE

In the Palette window, you can use the gradation button to make a horizontally gradated palette. A gradation is when a color smoothly changes into another color. Use gradation to draw a more realistic picture. First, click the left side of the Palette and change the color as desired. Then click the right side of the palette and change color as desired. Now press the gradation button to make a horizontally gradated palette.

DRAW MONSTER

The graphic data created in [Monster] can be used in the [Monster Edit] of RPG Maker. (See pg. 64 Book 1 for the procedure to import data.) The following gives a brief explanation of tasks performed in this editor.

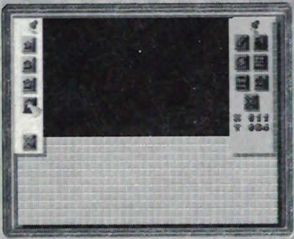


Monster Size Window

Before drawing, open the [Monster Size Window] and set the size of the monster you'll be drawing (four sizes are available, with the largest size being 240 x 120 dots). Deciding the size in this window determines the available drawing area.

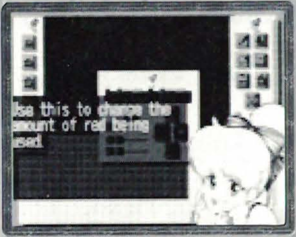
The default size is 48 x 120 dots. Selecting a size changes the available drawing area accordingly.

You can change the size setting while you're drawing.



How to Draw

After setting the monster size, draw a monster by following the same procedure used in [Character] or [Title]. Select the line thickness in the [Pen Window] and fill areas with colors selected from the [Palette Window]. As with the previous two editors, you can change the colors on the palette. Be sure to save the image when the drawing is complete.



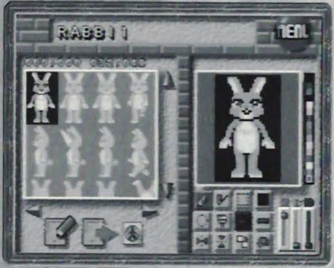
Use this to change the amount of red being used

If you have any questions, check with the assistant by clicking the right mouse button (◎ button).

CREATE DEMO

The following pages explain the tasks performed in [Demo] in Anime Maker. We begin with the explanation of [Character] in [Demo]. The characters you've drawn here will eventually be used in [Story].

Remember that RPG Maker doesn't support this demo mode. The demo you create here cannot be used in RPG maker.



CREATE CHARACTER

How to Draw

In [Story], the character drawn in [Character] will be moved to front and back (or up and down) or right and left. Moreover, you'll be able to jump. You must draw a character that is suitable for the various movements. If you aren't sure, you can load the sample image and study it first. To load the sample data, click on the [Load Button] in the editor. The drawing procedure is the same one used with [RPG data].

This screen shows what it looks like to load the sample data.
It's easy to understand the procedure if you load the image of a Rabbit or Fox.

See pgs. 30-32 for detailed steps on drawing.

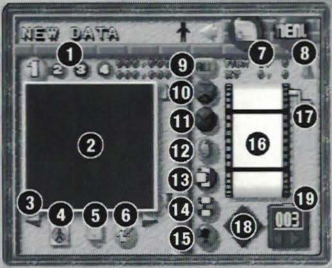
CREATE ANIMATION

In [Animation] you'll set the movement of the character you've drawn in [Character], as explained on page 38. For example, you can use images of the character sticking out his right leg and left leg, respectively, then combine them into one action. You'll perform these settings here in order to create animation. The following explains the editor and how to create animation:

In Anime Maker, most of the time, it is better to use the Mouse, but not for creating [Animation]. For this it is better to use the Controller.

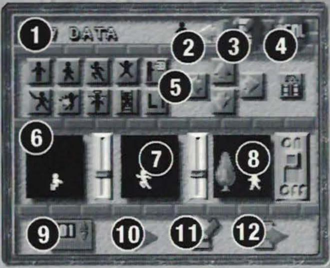
ANIMATION EDITOR SCREEN

1. Bank-Selection Buttons (Buttons 1 through 4)
2. Bank Window
3. Scroll Button
4. Enlarge/Reduce Button
5. Load Button
6. Character Editor Switch Button
7. System Screen Switch Button
8. Button to Return to the Main Menu
9. All Button
10. Vertical Flip Button
11. Reverse Button
12. Loop Button
13. Insert Button
14. Delete Button
15. Test Play Button
16. Film for Setting Animation
17. Film Scroll Buttons
18. Move Buttons
19. Time Setting Buttons



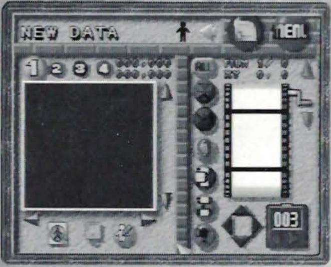
SYSTEM SCREEN

1. Data Name
2. Displays the Action Pattern which you are now editing
3. Animation Editor Screen Switch Button
4. Button to Return to the Main Menu
5. Action Pattern Selection Buttons
6. This shows how high the character can jump. Use the bar to set how high the character can jump.
7. This shows how fast the character can run. Use the bar to set how fast the character can run.
8. This shows whether or not the character is set to Contact. If this is set to ON, the character can be damaged by others during the creation of the story.
9. This is the HP Setting button, which sets how many times the character can be hit before being knocked down.
10. Test Play Button - You can manipulate the animation data you've created using the controller. In the test play mode, ✕ button = Jump, ○ button = Attack, Directional button right = walk to the right, Directional button left = walk to the left, Directional button right x 2 = run to the right, Directional button left x 2 = run to the left and L2 button to return the System Screen.
11. Save Button
12. Load Button - Load animation data. Be careful, this is not loading Character data! If you want to load character data, go back to the Animation Editor screen and click the [Load button].



ABOUT THE SYSTEM SCREEN

Before creating animation, press the System Screen Switch button to display the system screen. The system screen becomes the main screen for [Animation]. In other words, you work in the system screen first, and then edit data in the animation editor. For example, you specify walking in the system screen and then create animation matching the movement in the animation editor.



How to Set

Let's see how it works using an example. Go to the System Screen from the Animation Editor Screen.

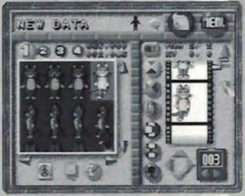
1. First, click on the [Action Pattern Selection Button] for Walking (second button from the left in the top row) of the screen.
2. Next, click on the left side of the [Direction Select Button] (four buttons are available indicating up, down, left and right). You've now selected the action, Walking to the left.
3. Return to the animation editor screen and set the animation of the character walking to the left by referring to pgs. 38 and 39.
4. The **Animation of the Character Walking to the Left** is now complete.
5. Return to the system screen again. This time, click on the right side of the [Direction Select Button] and select the action, **Walking to the Right**.
6. Repeat the steps explained above to create **Animation of the Character Walking to the Right**. Similarly, you can set all other actions, such as one of the character running or jumping, that are needed in [Story].

HINT: Use the Copy button in System screen. It is used to copy the animation of a certain action pattern to another action pattern. For example, create Walking to the left animation first, then, use this button to copy **Walking to the Left** to **Walking to the Right**. Now, click on the [Action Pattern Selection Button] for **Walking to the Right**. Go back to the Animation Editor screen. First, press [All button], then press [Vertical Flip button]. Now **Walking to the Right** is completed.

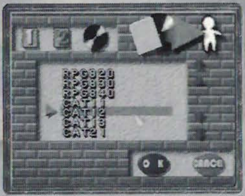
If you wish to set a new movement not available with the nine action-pattern selection buttons, you can assign it to the L1 button. The HP setting button in the main screen is used to set the number of blows the character can withstand before fainting. Adjust the jumping height and running speed of the character using the corresponding setting bars provided at the center of the screen.

HOW TO CREATE ANIMATION

The following pages explain how to create animation. The procedure explained here is just one example. As you work you may want to explore buttons other than those explained here. Click the right mouse button to display an explanation for each button. Use the various buttons effectively to create your own animation.

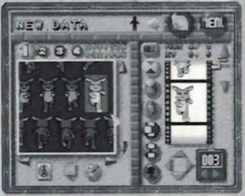


1. Loading an Image You've Drawn
Click on [Bank Selection Button] 1 (which should already be selected when the screen is displayed), then load the character data using the [Load Button]. Loading is complete when the image is displayed in the [Bank Window].



Find the image number in the load screen.

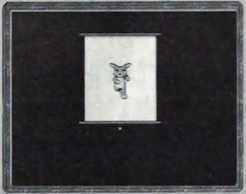
2. Setting the Image onto the Film
Paste the loaded image onto the film. In the [Bank Window], drag the cursor to change the size of the square box and specify the image. Releasing the left mouse button pastes the specified image onto the film.



Paste image for a single frame of the film.

3. Moving the Image inside the Film
Use the [Move buttons] located below the film to move the image up/down or left/right within the film. The image is positioned slightly to the left immediately after pasting. Unless you'd like to do something fancy, click on the right side of the [Move Button] to move the displayed image to the center of the film.

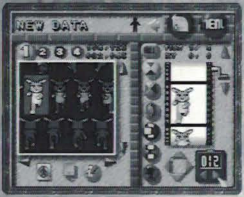
4. Setting a New Image on the Film
One image alone won't constitute animation. Click once on the lower part of the [Film Scroll Button] to display a new frame of film containing no image. Paste a new image onto the frame by following the same steps. Repeat the procedure to create a single animation.
HINT 1: It is better to use the L1/L2 button to scroll the Film instead of using Film Scroll buttons.



5. Running a Test Play
When all images have been pasted, you can see how they work by using the [Test Play Button]. If you find a mistake, display the frame you'd like to correct using the [Film Scroll Buttons], and make the necessary changes. The animation is complete if no problem is found.
The same animation is repeated over and over during the test.
HINT 2: [Loop button] - This is important. If this is not selected, your animation such as Walking to the left, will repeat only one time. To avoid this, use the [Loop button] on the 1st frame of film. Now, your animation will repeat all frames automatically.

About the Loop Button

The [Loop Button] is used to repeat the specified segment of images pasted onto the film. For example, let's assume you've created animation comprising of 10 frames, with each frame containing an image. If you want to play the sixth through tenth frames again, press the [Loop Button] on the 6th frame to set a loop on the film. The film will be displayed from the first through tenth frames, and then the sixth through tenth frames will be displayed again. You can set only one loop per animation.



6. Editing the Playback Time of Each Film

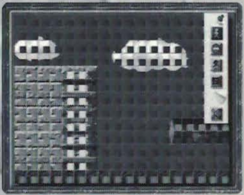
You may notice during the test play that the animation is played in fast motion. Adjust the playback time using the [Time Setting buttons]. Use the left/right buttons to select the value. You must adjust the time for each animation.

Set the speed for individual animations.

DRAW BACKGROUND

In [Background], you'll draw a background that is displayed in [Story]. When the drawing is complete, open the [Attribute Window] and set the passable/impassable sections, sections that can be jumped over, stairs and so on.
The drawing procedure is the same as with [Title], which is described on pg. 33.

You can obtain a better grasp of the steps involved, by loading and studying a sample.

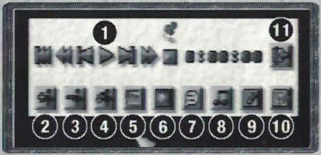


CREATE STORY

CREATE DEMO

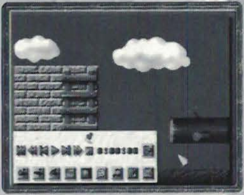
In [Story] you'll create a story that develops within the confines of one screen using the animated characters created in [Animation] and background created in [Background]. The following explains the main window and how to create a story.

1. Playback, Rewind, Fast Forward, Stop and other Buttons
2. Character Add Button
3. Character Delete Button
4. Redo the character's movement Button
5. Background Load Button
6. Top/Side View Switch Button
7. Line Add Button
8. BGM Setting Button
9. Save Button
1o. Load Button
11. Exit Button



HOW TO CREATE

Before starting your work, be sure you've created the necessary characters in [Animation] and background in [Background]. The procedure explained here is just one example. Master the basic steps, then apply them to the creation of your original story.



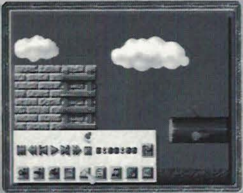
1. Loading the Background

First, load the background using the [Background Load Button]. If you haven't created a background yet, select a desired background from the sample data. If the story uses a black background, you needn't set the background.

The screenshot on the left shows the screen displaying the loaded sample data.

2. Switching Between Side View and Top View

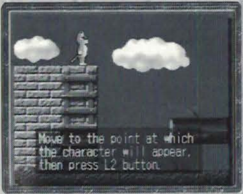
Set the use of gravity on the background using the [Top/Side View Switch Button]. When Side View is selected, the background will have gravity and objects will fall from a height to the level of the impassable section. When Top View is selected, the background remains free of gravity.



This setting doesn't change the image itself.

3. Loading the Character

Next, use the character addition button to load the character. If you have no original data, load the sample data. When load is complete, use the controller, not the mouse, to set the character's initial position.

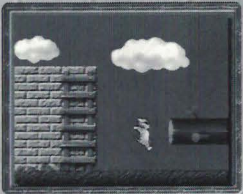


Move to the point at which the character will appear, then press L2 button.

Use the directional buttons on the controller.

4. Recording

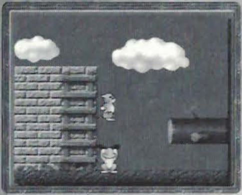
When the initial position is set, press the L2 button. Recording begins the moment the button is pressed. As you move the character using the directional buttons and others, the character performs the movements set in the [Animation] system screen. Pressing the L2 button again ends the recording.



The movement of the character displayed on screen is recorded as is.

5. Re-recording

Check the recorded movement by clicking on the [Reset button] followed by the [Play button]. If you don't like the animation, record it again. Click on the [Redo the character's movements Button] and select the character you'd like to record again. Clicking on the [Edit Button] begins recording.



6. Adding a Character

You can add a character to the display by clicking the [Character Addition Button] and loading a new character. As with the procedure explained above, press the L2 button to record the animation. As the recording progresses, the animation you've recorded earlier is played back and the two characters move together on the screen.

7. Saving

When tasks listed above are complete, use the [Line Addition Button] to add narration to the screen or use the [BGM Setting Button] to play a BGM. When all tasks are complete, click the [Save Button] and save the data according to the on-screen instructions.

8. Play the Story

Once you have rewound all data, press the L2 button to play the animation.

CUSTOMER SERVICE

Agetec, Inc. warrants to the original purchaser of this Agetec, Inc. product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Agetec, Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, the Agetec, Inc. product. You must call (650) 780-0166 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the Agetec, Inc. product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE AGETEC, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL AGETEC, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE AGETEC, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Repair/Service After Expiration of Warranty - If your game disc requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Agetec, Inc. Customer Service Department/Technical Support Line (650) 780-0166 - Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday-Friday, 10am-6pm Pacific Time. There is no charge for this service.

Agetec, Inc. Online at http://www.agetec.com - Our news is always cool! Visit our website and find out what's happening at Agetec, Inc.- new titles, new products, and fresh tidbits about the new gaming world!

RPG MAKER™

Agetec, Inc. 1070 Stewart Drive, Suite 4, Sunnyvale, CA 94085. (C)1997, 1998, 1999, 2000 ASCII CO./Kuusou Kagaku/SUCCESS/SPRAIN Co.,Ltd. All rights reserved. RPG Maker and RPG Maker logo are registered trademarks of ASCII CO. Published by Agetec, Inc. All other brand and product names are trademarks or registered trademarks of their respective owners. Agetec and the Agetec logo are trademarks of Agetec,Inc.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

agetec

agetec.com